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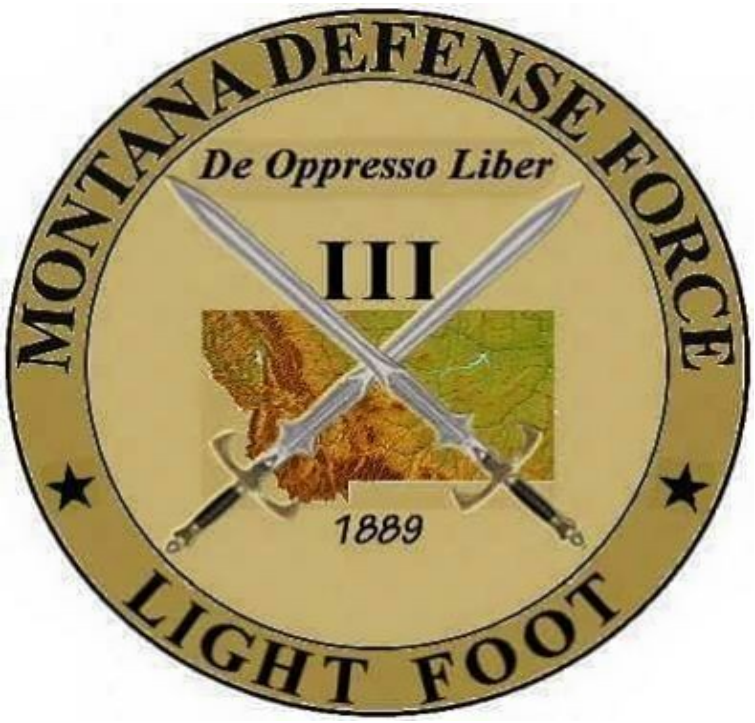
MONTANA LIGHT FOOT STANDARDS



Duty, honor, country: Those three hallowed words reverently dictate what you ought to be, what you can be, and what you will be. They are your rallying point to build courage when courage seems to fail; to regain faith when there seems to be little cause for faith, to create hope when hope becomes forlorn.

General Douglas MacArthur, on receiving the Sylvanus Thayer Medal at the US Military Academy, 12 May, 1962

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NEW RECRUIT INDUCTION

Why "Light Foot "?

We in the “Patriot Movement” like tradition. Up until the late 18th / early 19th century, British infantry units were called "Foot" (foot soldiers). As in, the "13th Regiment of Foot". Light infantry was called “Light Foot - ”. Cavalry was called "Horse", heavy cavalry was "Heavy Horse", for example, the "48th Regiment of Horse". As we will not have much in the way of supply lines or support elements, we will most likely "live off the land, resupply off the enemy", so to speak. Carrying what we need on our backs through the mountains and hills. Light = Fast.

Congratulations on your decision to stand with the Light Foot !

According to the U.S. Constitution, Federal Law, nearly all state constitutions and state code, all male citizens ages 18-45 years are members of the militia. According to Anglo-Saxon Common Law, and the laws and customs of the American Colonies before our separation from the British Empire, all males (and even females during an actual emergency) between the ages of 16 and 60 were considered members of the militia. So the militia, like your God given rights, existed before the United States government was formed. And as such, you are already a member of the militia, by statute and by God-given right.

Loyalty
Bear true faith and allegiance to the Constitution,
the Militia, your unit, and other Militiamen.

Duty Fulfill your obligations.

Respect Treat people with dignity as they should be treated.

Selfless Service
Put the welfare of the nation, the Militia, and your
subordinates before your own.

Honor Live up to all the Militia Values.

Integrity Do what's right, legally and morally.

Personal Courage
(Physical or Moral)
Face fear, danger, or adversity

ANNEX TO THE CONVENTION : Regulations respecting the laws and customs of war on land
-Section I : On belligerents
-Chapter I : The qualifications of belligerents
-Article 1. The laws, rights, and duties of war apply not only to armies, *but also to militia and volunteer corps* fulfilling the following conditions:
1. To be commanded by a person responsible for his subordinates;
2. To have a fixed distinctive emblem recognizable at a distance;

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3. To carry arms openly; and
4. To conduct their operations in accordance with the laws and customs of war.
In order to fulfill these conditions we ask you to do the following:

- Obtain a suitable uniform and purchase the appropriate rank and insignia patches.
- If you have experience you feel would benefit others in the militia, please step up and ask to be considered for an officer position. After consideration by your teammates, they will hold a vote and, if accepted, you will be given a rank suitable to your talents. If you do not have any beneficial experience or do not wish to lead, then you must agree to accept the orders of those above you in rank. All ranks are voted on by The Command Staff and local commanders. This is not regular army, militiamen cannot be threatened with court martial to make them obey orders, they must trust and respect the men who wish to lead them.
- When participating in any militia activity, you will openly bear only legal arms and accessories. When in active service, if called up by your Governor, you will obey the laws of war.

We are not a private militia or private para-military group. We are citizens of the several states who are simply exercising our rights, to bear arms and peacefully assemble, to train and network with other patriotic Americans, in order that we might be a "well-regulated militia" if the time ever comes when we are called upon to defend our County, State, Nation and U.S. Constitution "against all enemies, foreign and domestic."

Training -
Training days will be agreed upon at the unit meetings and dates/times/a list of gear needed will be provided by your local XO. For the time being, we have settled on two quality field manuals to use for training so that we're all on the same page, so to speak.

- The first is "Light Infantry Tactics for Small Teams" by Christopher E. Larson.
- The second is US Army Field Manual FM 21-75 "Combat Skills of the Soldier".

These can be purchased from Ebay.com and Amazon.com. Or you can try running a search to see if you can find a better price from a different on-line retailer.

Light Foot - MILITIA STANDARDS 1

Statement of Ethics/Mission Statement
Statement of Ethics -
It is the duty of the citizen's militia to protect and defend the unalienable Rights of all members of the community. Under no circumstances will the militia tolerate those who advocate acts of criminal violence, terrorism or a change away from our republican form of government; nor will it support any specific political party or candidate, nor espouse any particular religious denomination or doctrine. All members must understand the duties and obligation of both citizens and government under the United States and their state's constitution.
Mission Statement -
The members of the unorganized militia shall ever stand, as have our forefathers before us, first to God, from Whom we acknowledge the Authority of all Rights, and all the blessings of governments and to our native state.
We therefore pledge:

- To promote and defend the unalienable God-given rights of all citizens, regardless of race, sex or national origin, as is expressed in our state constitutions and the Bill of Rights of the U.S. Constitution.
- To promote and defend the principles of just government bequeathed to us by our forefathers to whit, that the principle of the Tenth Amendment shall stand inviolate, as history has shown that the greatest system of checks and balances exists with the people and their states to check the powers accrued by the federal government.
- That the integrity of the courts, be they local, State or federal, shall remain

uncontemptable providing that they shall respect and uphold the rights of the citizens of the several states, including but not limited to, upholding the due process of law, and to preserve the right of trial by jury, and to obtain immediate judicial review of cases wherein abuse of basic Constitutional rights are questioned.

- That all power is inherent in the people, and all free governments are founded on their authority, and instituted for their Life, Liberty, and Property; for the advancement of those ends they have at all times an unalienable and indefeasible right to alter, reform, or abolish the government in such manner as they may think proper.

- That government being instituted for the common benefit, the doctrine of nonresistance against arbitrary power is absurd, slavish, and destructive of the good and happiness of mankind.

- That all just government is servant of the people who have instituted it; that the people should never by force, nor coercion, be obliged to anything styled as "law" which has not been promulgated by their duly elected representatives; nor any as may be promulgated by them to bear conflict to the rights of the people, so that no government shall be made master of the people.

- To promote and propagate the militia as a well regulated (trained and prepared) organization, knowledgeable in historical precedent and current affairs, that is composed of common citizens.

- To develop a cohesive and competent command structure.

- To train our members in the many disciplines necessary to the function of the militia as a whole and to the members individually.

- To educate our members in areas of history, law and principle as compiled in the experience and records of our forefathers.

- To keep informed our members, and all citizens, of events Local, State, National and global that threaten to imperil our traditional Constitutional rights, or such as may imperil the sovereignty of our Nation by the undue influence of those who have forsaken their loyalty to our Nation, and to the principles upon which it was founded.

- To repel foreign aggression and invasions, by preparing and training for defense and by our encouraging and showing reason why all citizens should stand stoutly against socialism, fascism, communism, humanism, and all forms of tyranny.

- To suppress domestic insurrections and violence by supporting and assisting the appropriate Officers of the Law in upholding and maintaining law and order in accordance with such Local, State, and Federal statutes and laws that do not present jeopardy to our God-given rights as acknowledged in the U.S. Constitution, among others (see Amendment 9, Constitution of these united States).

Duty and Code of Conduct

1. I am a citizen of my State serving in the unorganized militia. I am prepared to give my life to guard and protect my homeland, our common law rights and liberties, and our way of life. This service is a duty of my citizenship.
2. I will keep and maintain the uniform, equipment, and weaponry necessary to perform the duties prescribed for the militia, and will be prepared to mobilize quickly.
3. I will never forget that I am a citizen of my State, and through her, of these united States. I am responsible for my actions and dedicated to the principles that made this country free. I will strive to lead an exemplary life and never, by action or statement, bring discredit to the militia, my country, or my fellow countrymen.
4. In all cases I shall endeavor to inform and urge all citizens to return to the Constitutional Republic our forefathers envisioned.
5. I will stand by, or come to the aid of, my brothers of the militia with whatever means necessary and without question or concern for my own well-being; to ensure due process of law as stated in

the Constitution.
6. I will never misuse my position in the militia for financial or personal gain; nor will I engage in any activity subversive to the militia.
7. I will never surrender of my own free will. If in command, I will never surrender the members of my command while they have the means to resist.
8. If captured, I will continue to resist by all means possible. I will make every effort to escape. I will accept neither parole nor special favors from the enemy.
9. Should I become a prisoner of war, I am bound to give only my name, rank and date of birth. I will make no oral or written statements disloyal to the united States and its citizens or harmful to their continued struggle for liberty and freedom.
10. Should I become a prisoner of war, I will keep my faith with my fellow prisoners and accept no favors from the enemy. I will give no information, nor take part in any action, that might be harmful to my comrades. If I am a senior I will take command. If not, I will obey the lawful orders of those appointed over me and will support them in every way.

Light Foot - MILITIA STANDARDS

General guidelines -
Membership:
General membership in the militia is open to all lawful citizens of a state, ages 16 and up.
There shall be no discrimination due to race, sex, national origin or physical characteristics.
Membership is voluntary.
All prospective members shall be required to give their name, date of birth, address, contact information, next of kin and general information detailing prior military experience and/or other such skills as may be utilized by the militia.
All such information shall be kept private under all circumstances and destroyed in the event of crisis; And shall be used for no other purpose than the internal business of the unit.

Personal Equipment:
Each member will be issued an itemized list of certain personal and unit equipment which he must procure and maintain. This equipment is necessary to the performance of his duties, personal sustenance and hygiene; and shall be maintained, packed and ready, for deployment at all times. A 20 minute, or shorter, departure capability is strongly recommended. Each member shall bring with them enough food rations and water to sustain them during meetings, training and camp musters.

Weapons and Ammunition:
Each member is required to provide and maintain his own weapons, stocks of ammunition and deployment gear. Members are required to remain proficient in the maintenance and safe operation of their weapon; and to have on hand at all times 300 rounds per rifle and 100 rounds per sidearm. Lacking the depth, resources and re-supply capabilities of a conventional military unit, militia members are urged to acquire at least 2000 rounds of ammunition and 6 magazines per rifle, as well as a cleaning kit and spare parts. Only in self-defense, hunting, sport shooting or during properly supervised training sessions will a member discharge his weapons. All members are expected to abide by all Constitutional state firearms regulations.

Training:
All active duty (front line) members will be expected to pass Level One qualifications.
Support personnel will train in their assigned area of duty (level qualifications are not necessary for support personnel).

Assembly and Muster:
Periodic assemblies, musters and meetings are necessary and shall be called to achieve the overall goals of each unit. Regular monthly meetings shall be conducted in each Region. Members must discipline themselves to schedule and set aside time each month for musters and assembly for such purposes as field training

exercises. Members will be notified of
such dates, times, and places of all meetings.
While it is intended that the militia intrude as little as possible in the lives of it's members, it is clear that individual members are volunteers who must be ready to meet periodically and to deploy as need arises. It will be the objective of the Command Staff to infringe as little as possible on the time of it's members, recognizing the responsibilities of faith, family and work.

Rank Structure

The organization of rank levels in the Light Foot - Militia shall be a slightly modified and streamlined version of the U.S. military structure.
ENLISTED RANKS -
1. Private – Lowest rank: a trainee who's starting Basic Militia Training. Primary role is to carry out orders issued to them to the best of his/her ability. Building block of the Three Man Team.

2. Corporal – The base of the Non-Commissioned Officer (NCO) ranks. CPLs serve as team leader of the Basic Militia Unit, the three man team. Like SGTs, they are responsible for individual training, personal appearance and cleanliness of soldiers. Privates are promoted to this level by request of
superior.

3. Sergeant – Considered to have the greatest impact on soldiers because SGTs oversee them in their daily tasks. Responsible for individual training, personal appearance and cleanliness of soldiers. In short, SGTs set an example and the standard for Privates to look up to, and live up to. Leader of a Squad (2 three man teams, 7 total). Recruit can begin at this level with experience or prior military training.

4. Staff Sergeant – Leader of a Platoon. Responsible for developing, maintaining and utilizing the full range of his soldiers' potential.

5. Master Sergeant – Senior NCO and Training Officer of the Company. He oversees all training within the Company. He coordinates with the S-2 and assists the Company Commanding Officer in operational planning. May be selected to be Battalion Supply Officer.

6. First Sergeant - Senior NCO and Operations / Training Officer of the Battalion. He oversees all training within the Battalion. He coordinates with the S-2 and is the key assistant and adviser to the Commanding Officer in operational planning.

7. Sergeant Major - Senior NCO and Operations Officer of the Regiment. He oversees all NCO's within the Regiment. Responsible for enforcement of training doctrine.

8. Command Sergeant Major - He is the senior NCO and Operations Officer of the Brigade.

9. Sergeant Major of the Militia – Senior NCO of the Light Foot - in a State.
OFFICERS RANKS -
1. Lieutenant - The entry-level rank for officers. Leads company-size elements consisting of three platoons, the company Master SGT and radio man. May be selected to be Battalion

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Executive Officer (XO).

2. Captain - Commands and controls the County Battalion, together with a principal NCO assistant (First Sergeant).

3. Major - Serves as Commanding Officer for the Regiment.

4. Lieutenant Colonel – Serves As Executive officer of the state.

5. Colonel - Serves as Commanding Officer for the state.

OATHS -

Enlisted personnel -
"I, _____(state your name), do solemnly swear that I will support and defend the Constitution of the State of (your state) and the Constitution of the united States against all enemies, foreign and domestic; that I will bear true faith and allegiance to the same; and that I will obey the orders of the Governor of the State of (your state) and the orders of the officers appointed over me. So help me God."

Officers -
"I, _____ (state your name), having been elected by my peers an officer in the Militia of the State of (your state), do solemnly swear that I will support and defend the Constitution of the State of (your state) and the Constitution of the united States against all enemies, foreign or domestic, that I will bear true faith and allegiance to the same; that I take this obligation freely, without any mental reservations or purpose of evasion; and that I will well and faithfully discharge the duties of the office upon which I am about to enter. So help me God."

Unit Structure

TEAM -
The three man team is the basic building block of the militia. It consists of two Privates led by a Corporal. (3 men)
SQUAD -
A Squad consists of two Teams, led by a Sergeant. (7 men)
PLATOON -
A Platoon is made up of three Squads; led by a Staff Sergeant, with a radio man.

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COMPANY -
Three Platoons make up a Company; led by a Lieutenant, assisted by the Company Master Sergeant, with a radio man.
BATTALION -
A Battalion consists of three Companies; led by a Captain, with a Command Staff.
REGIMENT -
A Regiment consists of 3-4 Battalions; led by a Major, with a Command Staff.
BRIGADE -
A Brigade consists of 3 Regiments; led by a Colonel, with a Command Staff.
FIELD FORCE -
…is the name given to the entire State Militia. Montana is the 41st state so we are the 41st field Force.

The **Command Staff** is the leadership of the unit and planning, training and issues orders to be carried out by the individual teams. They have a P.O. Box, Phone #, email and/or fax
Initial organizational objectives: The CS meets once a month to -
1. Establish a working relationship throughout the state
2. Establish local and county-wide Rapid Alert System (security, intelligence, and communications).
3. Organize logistical and administrative services.
4. Institute training program.
5. Recruitment.
The Command Staff's responsibilities include:

- Dissemination of constitutional principles and ideology to the rank and file.
- Development and dissemination of training material and methods to be used within the individual teams.
- Development and security of tactical and strategic contingency plans for implementation by the tactical teams.
- Coordination of the various teams.
- Development and operations of public relations within the community.

Battalion Command Staff includes -
XO, Lieutenant - S-1 Executive Officer

- 2nd in Command.
- Disseminates written communication (orders) to subordinate units.
- Handles administrative duties.

Lieutenant - S-2 Intelligence / Communications Officer

- Maintains and administers the Rapid Alert System.
- Supervises the counterintelligence program and operational security systems.
- Maintains the security of encoding/decoding systems.
- Supervises intelligence gathering activities.
- Analyzes and reports intelligence information.

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First Sergeant - S-3 Operations / Training Officer

- Establishes and enforces training standards.
- Tailors training to specific missions.
- Coordinates with the Intelligence Officer and develops the Threat Assessment Folder.
- Planning of operations under CO's directions.

Master Sergeant - S-4 Supply / Logistics Officer

- Responsible for the acquisition and accountability of all supplies and materiel.
- Supervises all logistical support activities including: transport, evacuation, and medical, supply service and management.

Lieutenant – S-5 Liaison Officer

- Serves as Public Relations Officer (liaison with county sheriff, local officials and news media).
- Coordinates all interactions between the unit and the public (interviews, public forums, "militia open house" events, canned food drives, etc).

Command Staff ranks for higher units -

Regiment – S-1 = Captain, S-2 = Captain, S-3 = Lieutenant, S-4 = First Sgt, S-5 = Captain

Brigade – S-1 = Major, S-2 = Major, S-3 = Captain, S-4 = Lieutenant, S-5 = Major

Field Force – S-1 = Colonel, S-2 = Colonel, S-3 = Major, S-4 = Captain, S-5 = Colonel

COMBAT TEAMS :

Combat Teams shall be comprised of "Minutemen" who are physically capable of carrying a full combat load and executing all necessary combat missions. Each Minuteman will pass the "Skill Level 1" test and endeavor to complete the "Skill Level 2" test as soon as possible. Minutemen must be physically fit enough to keep up with their teammates and complete the mission.

Women are prohibited from serving with Combat Teams in order to maintain unit cohesion and mission readiness. Women and those who have physical limitations or who do not wish to join a Combat Team shall be placed in a suitable Support Team. These militia members will still be required to maintain a basic set of web gear and weapon, and to train with them.

SUPPORT TEAMS :

The support teams consist of those who are unable, unwilling, or illequipped for Minuteman duty. Their task is to provide whatever support is needed by the other units. Rank and advancement in support teams does not require achievement of Skill Levels 1 through 3.

MEDICAL -

The Medical Team supports operations by setting up and maintaining an aid station to receive, and care for, sick and wounded. There should be one member of each platoon trained as a Field Medic (platoon medics should carry the same "load-out" as the Battalion Medic, see Appendix). Field medics must see to it that a preventative medicine program is instituted and adhered to. Field sanitation and personal hygiene must be of paramount importance.

For more information concerning the structure of the medical branch,

SUPPLY / LOGISTICS

The Supply Team supports the unit by procuring and delivering needed equipment and

provisions. They may also be used as messengers between the CO and the tactical units, or as truck drivers and other personnel involved in the transport of men and materiel.
Re-supply is a particularly important consideration for all mobile units and for protracted emergencies. Each unit should plan and provide for storage and independent caches of the following: food, fuel, clothing, boots, shelter, medical equipment, combat equipment, arms, ammunition, and communications equipment.

RELIGIOUS SUPPORT

Chaplains are to the militia, as Bibles are to Christians. They provide the necessary guidance and direction as it concerns our relationship with our Father in heaven. They perform services in the field, and lead prayers at public events. They can be relied upon to give a word of advice, a sympathetic ear, or a strong shoulder, depending on your need.
Each Battalion should have a Chaplain holding the rank of Lieutenant. They are officers and should be respected as such; but barring an assistant or two, Chaplains do not have command over militiamen.

Unit Geography

The county being the basis of local control in a state, the militia units shall be organized by counties.
Each county shall constitute a battalion of militia. Each battalion being made up of three companies (see "Unit Structure" chart, pg. 10): Alpha, Bravo and Charlie.
"Alpha" company will be based in the county seat. "Bravo" in the next largest city; "Charlie" the next (and so on, if needed). Militiamen in the outlying areas of the county will join with the unit closest to them.
Above Battalion (county) level, three or four counties will join to assemble a Regiment. Three Regiments shall form a Brigade. There will be multiple Brigades covering each state.

BASIC TRAINING PLAN

Skill Levels 1, 2 + 3

The purpose of training is to prepare for war by developing forces that can win in combat. Training is the key to combat effectiveness and therefore is the focus of effort of the peacetime militia. However, training should not stop with the commencement of war; training must continue during war to adapt to the lessons of combat.
Basic individual skills are an essential foundation for combat effectiveness and must receive heavy emphasis. Members of the militia must endeavor to maintain proficiency in their individual skills. At the same time, unit skills are extremely important. They are not simply an accumulation of individual skills; adequacy in individual skills does not automatically mean unit skills are satisfactory.
Training programs should reflect practical, challenging and progressive goals. Training programs must be tailored to the voluntary, non-professional nature of the Militia. Repetition of the fundamentals is key.

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Collective training consists of drills and exercises. Drills are a form of small unit training which stress proficiency by progressive repetition of tasks. Drills are an effective method for developing standardized techniques and procedures that must be performed repeatedly without variation to ensure speed and coordination, such as weapons drill or immediate actions.
In contrast , exercises are designed to train units and individuals in tactics under simulated combat conditions. Exercises should approximate the conditions of battle as much as possible. That is, they should introduce friction in the form of uncertainty, stress, disorder and opposing wills. This last characteristic is most important. Only in opposed, free-play exercises can we practice the art of war. Dictated or "canned" scenarios eliminate the element of independent, opposing wills that is the essence of combat.
Critiques are an important part of training because critical self-analysis, even after success, is essential to improvement. Their purpose is to draw out the lessons of training. As a result, we should conduct critiques immediately after completing the training; before the memory of the events has faded.
Critiques should be held in an atmosphere of open and frank dialog in which all hands are encouraged to contribute. We learn as much from mistakes as from successes, so we must be willing to admit and discuss them. Because we recognize that no two situations in war are the same, our critiques should focus not so much on the actions we took, but on why we took those actions, and why they brought the results they did.

BASIC TRAINING PLAN

INTRODUCTION:
The goal of training is to produce a combat ready unit that responds rapidly to known or suspected enemy activity; and defeats that enemy. Individual skills and battle drill training are a key factor in achieving that goal. Leaders should tailor training to realistic, challenging, and attainable goals. Battle drills must be standardized, but their tactical employment must remain flexible.

TRAINING PLAN:
1. The Training Plan is based on the "Core Training Card"* concept in support of the battalion's Mission Essential Training List (METL)* requirements. The focus is to prepare all personnel for mobilization. The intent is to provide meaningful training that can be put into immediate use; and to motivate personnel to actively accept greater responsibilities.
2. The Training Plan will break down the "Core Training Card" into 4 quarterly schedules. Three topics will be routinely taught on a repetitive cycle until the unit reaches 100% training attainment (Shoot, Move and Communicate). Additional training topics are then added.
3. Each unit will conduct a yearly Alert Mobilization Drill.
All members must commit themselves individually, and in concert with their unit, to learn and master as many basic skills as possible, including proficiency with firearms (marksmanship, handling, field stripping and cleaning), hand signals, fields of fire, entrenchment, camouflage, cover and concealment, and individual / squad movement.
Each unit member is required to complete the mandatory training course to meet Minimum Mission Essential Training (METL) requirements.
***Core Training Card**= Is simply a document which tracks the training history of an individual

militiaman. It should include the dates of training events attended, as well as if the militiaman passed certain Skill Level tests, and any scores recorded.
*__METL (Mission Essential Training List)__= Compiled by the training officer in charge of unit training. It includes all individual skills as well as small unit tactics that should be covered during training sessions to ensure unit readiness.

GRADE MODIFIERS

Modifiers are necessary to allow command to assign NCO leadership to lead new recruits as they become available. Training of active members as NCOs capable of leading at the squad level is the greatest force multiplier.
Knowledge, ability and dedication are the only valid criteria to assign rank within the militia. Grade modifiers are the only way to determine if a militiaman is able to carry out a specific mission. A militiaman might be level 2 physical fitness, but only level 1 marksmanship, and carry an AR-15 (i.e. 21A or twenty-one alpha). “Mixed Modifiers” are common, e.g. 12A, 32B, 01C, etc. The rank and the modifiers are included in the individual training card.
PHYSICAL FITNESS -
0XX - Unfit for front line combat - due to age (you're only as old as those you can keep up with!) or physical disability; This person is capable of operating in a support role such as training, communications, medical, supply and logistics. In the case of military veterans; their primary mission will be the training of others.
1XX - Minimum physical fitness level - 2 mile Field march w/Level 1 gear in 40 minutes.
2XX - Moderate physical fitness level - 3 miles field march w/Level 2 gear in 65 minutes.
3XX - Excellent physical fitness level - 5 mile field march w/Level 3 (72 hour) gear in 2 hours.
MARKSMANSHIP -
X0X - Basic - “Recruit” Has passed the Basic Marksmanship Qualification Test (see pg. 20).
X1X - Level 1 - “Marksman” score on the Militia Marksmanship Qualification Test (next page).
X2X - Level 2 - “Sharpshooter” score on MMQ Test.
X3X – Level 3 - “Expert” score on MMQ Test.
X4X - Designated Marksman (Sniper) - “Expert” score and passes the DMR Qualification Test.
QUALIFYING WEAPON – (what you carry in the field)
XXA - Qualified with 5.56
XXB - " " 7.62 x 39
XXC - " " 7.62 x 51 (308)
XXD - " " 7.62 x 63 (30.06)
XXE - " " other military/hunting caliber
XXF - " " .50 cal
(X=*blank, a place holder for other Grade Modifier alpha-numerics*)
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The Militia Marksmanship Qualification course is used to sharpen the skills of militiamen and provide an objective means of qualifying personnel when ammunition is in short supply and/or range areas are limited.
The MMQ is conducted at the conclusion of the Basic Marksmanship Course (see "Skill Level: Recruit", pg. 20) which is required for all Militia members. The MMQ incorporates three firing positions, magazine changes, movement and a timer to add stress. Only 15 rounds are required to qualify. A range of 50 yards is needed and a 8-1/2 x 11 inch target (approximates "center mass"). **Start sequence:** Load 3 magazines with 5 rounds each. At the firing line assume the low ready position with the weapon loaded and on safe.
At the signal the shooter will fire 5 rounds from the standing position, RELOAD, fire 5 rounds from the kneeling position, RELOAD, and fire the last 5 rounds from the prone position, all within 45 seconds.
Scoring: 3 points per hit, for a total of 45 points.
Point breakdown : 25-34 MARKSMAN 66% - **Level 1**
35-39 SHARPSHOOTER 77% - **Level 2**
40-45 EXPERT 88% - **Level 3**
Ten shot DMR- ***Designated Marksman Rifle (see S.W.O.R.D.)***- Ten out of ten shots in a 8-1/2"x11" center mass target at 200 yards. Prone position. Timed: 3 minutes.
PISTOL QUALIFICATION – Carrying a pistol is not mandatory, but if you do you should try to qualify at the "Standard" level.
Ten shot "Standard" - Single target at 25 yards, target is 8-1/2x11 inch "center mass".
Stage 1. From the low ready position, fire 5 rounds within 60 seconds at 25 yards.
Stage 2. From the holster at 5 yards, draw and fire 5 rounds in 4 seconds.
Ten points per hit, late hits are not counted. ***70 points Pass or Fail.***
Ten shot "Assault"- Running clock qualification using 8-1/2x11 inch target. Time: 40 seconds.
Load 2 magazines with two rounds each and 1 magazine with six rounds.
Load pistol, engage safety and holster.
Starting at 25 yards -

- At the signal, draw and fire 2 rounds from a covered position.
- Reload the second mag while moving to the 15 yard line. Fire 2 more rounds from 15 yards.
- Reload the mag of 6 rounds while moving to the 7 yard line and fire 3 rounds.
- Step to the 5 yard line while firing your final 3 rounds.

Ten points per hit, late hits are not counted. ***70 points Pass or Fail.***

CORE TRAINING CARD
SKILL LEVEL "RECRUIT":

Basic marksmanship skill is to ensure the militiamen is safe with his weapon and does not endanger himself or others. He will also become confident in the function of his weapon and be able to apply basic marksmanship principles. The militiamen must know and demonstrate the following:

a. Must know the four safety rules for all weapons.
b. Must field strip and assemble their weapon for repair and cleaning.

c. Must demonstrate the loading, clearing and malfunction drills.
d. Must hit eight out of ten shots on a 8-1/2x11 inch target at 50 yards, one reload will be required after the 5th round (two mags with 5 rds each). Total time is 5 min.

SKILL LEVEL ONE:

This is the basic training level which all new recruits are required to complete in order to attain the rank of Private. Upon completion of Level 1 training the militiaman will be considered an active "front line" member of the unit.

SL1 completion is required before you may be considered for the rank of Corporal. But it does not guaranty automatic advancement. You must show leadership abilities and have the confidence of your fellow militiamen to merit promotion.

The militiaman must demonstrate an understanding of, and/or the ability to:

1. Command and Organization
a. Rank structure
b. Unit structure
2. Mobilization and Alert Readiness
a. Rapid Alert System / Alert levels
b. Evacuation: Routes, Rally Points
3. Physical Fitness 1XX
a. Road march for 2 miles in 40 minutes with all Level 1 gear.
b. 3 to 5 second rushes (with 2-3 second pauses) for 100 yards, in L1 gear.
c. 10 push ups, 10 sit ups.
4. Marksmanship X1X – Score 25-34 points on the MMQ.
5. Individual Movement Techniques
a. low/high crawl
b. team file and wedge formation.
6. Individual Camouflage – see Army FM 21-75
7. Basic Field Communications
a. Hand and Arm Signals
b. Basic Radio Operating Procedures
c. COMSEC / SALUTE / SITREP
d. Perform surveillance without the aid of electronic devices.
8. Basic First Aid
a. Evaluate a casualty (ABC's – *Airway, Breathing, Circulation*)
b. Prevent / treat shock
c. Clear an object from the throat
d. Treat / prevent heat stroke and frostbite
e. Treat burns
f. Put on a field or pressure dressing
g. Apply a dressing to an open chest, abdominal, and head wound.
h. Splint a fracture
i. Perform CPR
j. Transport a casualty

k. Basic sanitation, preventative medicine and health maintenance

SKILL LEVEL TWO:

Skill Level 2 is required to advance to the rank of Sergeant and to be considered capable of performing Primary Forces missions. An NCO (non-commissioned officer) must be prepared to deploy quickly and remain in the field unsupported for 72 hours. He is a fully functional and deploy-able militia soldier, capable of leading his squad and training others. To meet Level 2 standards one must have mastered all Level 1 qualifications and equipment plus:
Physical Fitness: 2XX - Field march with all Level 2 gear for 3 miles in 65 minutes.
Marksmanship: X2X - Rifle: Score 35-39 points on the MMQ.
Pistol (optional): 70 points or better on "Standard" pistol qualification.
Troop Leading: He must have a basic understanding of Troop Leading Procedures including the 5 paragraph OPORD, SALUTE, CARVER etc.
(See military field manuals concerning squad or platoon leading, or NCO leadership)

And have a demonstrated knowledge of Small Unit Tactics:
1. Immediate Action Drillsa.
Move under direct fire. d. Break contact.
b. React to indirect fire. e. React to ambush, near or far.
c. React to contact. f. React to flares.
2. Movement Techniques.
Fire Team and Squad Wedge.
b. File.
c. Traveling, Traveling Over watch and Bounding Over watch.
3. Perform Reconnaissance.
4. Select and construct individual fighting positions.
5. Set up Patrol Base camp.
6. Cross danger areas.
7. Basic Land Navigation.
Identify topographic symbols and features on a map.
b. Determine a location on the ground by terrain association.
c. Measure distance on a map.
d. Orient a map to the ground by terrain association.
e. Determine direction with and without a compass.
8. Basic Camouflage.
Individual.
b. Noise light and litter discipline.
c. Field emplacements, or base camp.
9. Emergency Preparedness- *Every militiaman should try to maintain a 3 month supply of the following (at home) and the knowledge to use it.*
a. Water Storage / Purification.
b. Field Hygiene / Sanitation.
c. Food Storage.

d. Medical Supplies.
10. Basic Survival Knowledge.
Identify wild foods in the A/O.
b. Identify poisonous plants and snakes in the A/O.
c. Locate and purify drinking water.
d. Build a fire.
e. Snare/trap wild game.
f. Locate and construct a field expedient survival shelter.

SKILL LEVEL THREE:

To progress to Skill Level 3, the militia soldier must have mastered all Level 2 qualifications. In addition he must demonstrate the following skills:
1. Physical Fitness: 3XX
- 5 mile field march in 2 hours with Level 3 gear.
2. Marksmanship: X3X
- Rifle: Score of 40-45 on the MMQ.
- Pistol (mandatory): Score 70 or better on the "Standard" pistol qualification
(optional): Score 70 or better on the "Assault" pistol qualification.
3. Train in CQB (Close Quarters Battle):
- Conduct room clearing with a team.
- Conduct building clearing with a squad.

S.W.O.R.D. TEAMS (Select Weapons, Ordinance and Reconnaissance Detachment):
S.W.O.R.D. Teams consist of 6 men who receive extra training in one of three areas: Designated Marksman, Land Navigation or Communications. Two men in each team will duplicate the necessary disciplines of "Shoot, Move and Communicate".
They will carry highly accurate rifles with higher end optics/night vision (Select Weapons); study the theory and employment of military weapons they may encounter on a future battlefield, such as grenades, RPG's, mines, etc. (Ordinance); and practice advanced land navigation, compass/map reading and recon techniques (Reconnaissance).
All members of the team must be:
- Level 3 qualified in both Physical Fitness and Marksmanship (i.e. a Grade Modifier of 33X).
- Assault Pistol qualification is also required.
Individual Skills -
Communications:
- Must complete a HAM radio training program and have a thorough understanding of Basic Operating Procedures, Tactical Comm, CommSec, the Rapid Alert System, SitRep and SALUTE and his unit C.E.O.I.
- Must be able to operate all unit comm equipment.
- Build a field expedient, clandestine antenna.
- Transmit and receive Morse code.
Designated Marksman Team:
- Both must pass DMR qualification. In the field one will act as the spotter.
- Conduct a terrain survey.

- Estimate range to target.
- Construct and use a ghillie suit.
- Construct and use a Sniper/Forward Observation Post hide.
- Conduct long range surveillance of target for intelligence gathering purposes.
- Plan and implement a enemy harassment plan.
- Plan and conduct interdiction operations on key target personnel.

Advanced Land Navigation:
- Advanced map/compass reading
- Excellent land navigation skills
- Plan, lead and execute patrols and reconnaissance gathering missions.

Training activities of a six man LRRP Team:
- Plan and conduct a surveillance/recon patrol; to include long range ops (LRRO).
- Plan and implement psychological ops.
- Prepare accurate SitReps and assist Command Staff in the planning of operations.
- Identify and track enemy patrol/recon operations.
- Design and implement ambushes and raids; to include sniper operations.
- Know how to assemble incendiary devices made from common readily available material (knowledge, not build illegal devices).
- Create a smoke screen.

S.W.O.R.D. Team Rank Structure-

The Team Leader and Assistant Team Leader must be the two members of the team trained in advanced land navigation techniques. They will plan and lead the patrols/operations, as well as assist in the training of the other members of the team.

Team Leader – Captain
Assistant Team Leader – Staff Sergeant
Comm's and DM's (2 each) – Sergeant

Since a “Select Weapons, Ordinance and Reconnaissance Detachment” is just that, a detachment, members of a Command Staff (Battalion, Regiment, etc.) cannot serve on S.W.O.R.D. Teams. If a detachment were deployed which contained members of the unit's Command Staff it would effectively decapitate the unit; leaving them lacking in key personnel.

Militia Gear list

Level 1, 2 & 3 gear:

Level one is what you carry on you; in your BDU pockets (compass, matches, knife, etc. Pistol if in a drop leg holster)
Level two is the above plus your rifle, web gear/vest, buttpack, mag pouches, etc.
Level three is all the above plus your full pack w/sleeping bag (aka, “72 hour gear”)

This is not a list of required gear, but you should try to equip yourself as well as your wallet will allow. Remember, you're staking your life on this gear!

Rifle -

Should be semi-auto, but rule number one of a gun fight is: "Have a Gun." Should be of a common caliber e.g.. 7.62x39, .223/556, .308win. Military surplus are also perfectly acceptable,

but you should bear in mind that ammunition may well become scarce, and 8mm and .303Brit should be well stocked if you opt for one of these calibers.
Also, remember one of the great lessons learned by the south in the War Between the States… "Live off the land, resupply off the enemy".
I don't think our enemies will be shooting .300 WinMag.

Sidearm -

If you choose a secondary weapon it should be of a major caliber: 9mm, .40S&W, or .45acp for semi-autos, and .38spl/.357mag for revolvers are going to be the most common. Be sure to choose a reliable handgun with a well established reputation. A 1911, 92FS, Glock, or S&W would serve you well (as would many others).

Ammunition -

You should carry as much ammunition as you can comfortably bear. Obviously, weight will be a concern, and while .308 win has more punch than .223 rem, you will not be able to carry as much of it. Most folks will carry about 200-300 rounds on their combat load. If you opt for a sidearm, you should have at least 3-5 magazines (or speed-loaders) for your sidearm in your 72 hour kit.

Weapons Cleaning Gear -

For obvious reasons. If you don't keep it clean, it ain't gonna work.

LBE /LBV - *(Load Bearing Equipment / Load Bearing Vest)*

LBE/LBV is what you use to carry the stuff you can't do without. It is not your pack. Generally, it will consist of a belt with suspenders, and you will attach your canteens, magazine pouches/ammo bandoleers, first aid pouch/kit, sidearm, etc; or a vest with a similar configuration.
Most folks opt for the USGI issued pistol belt and H/Y Harness or the USGI load bearing vest. There are a multitude of different types of vests, harnesses, and the like (too many to list here). Basically, you need something to carry the gear that you need to have immediately on hand and still keep your hands free.

Pack -

You may well be on the move for a while, so you will need to have something to carry your equipment (that isn't on your LBE). Most folks use the USGI A.L.I.C.E. (All Purpose Individual Carrying Equipment) pack or the new MOLLE pack. A "Real Tree" (or equivalent hunting gear) day pack will work until you trade up.

Boots -

Be good to your feet and they'll be good to you. Uncle Sugar spends millions of dollars to figure out what boot is best (for the smallest amount of money) for his soldiers. He knows full well that if his fighter's feet are fubar (say that 3 times fast) they simply can't fight.
Having said that, any boot worn by our combat troops will be more than sufficient. Don't expect to last very long if you plan to fight in a pair of sneakers. Go get a good pair of boots, and don't skimp.

Water -

Without it you're dead in 3 days, it is that simple. You absolutely must have water purification tablets. Plus, you'll need something to carry it in. USGI canteens can be had for less

than $5 each, they hold 1 quart, and you can normally fit two canteen pouches on your LBE along with all of your other gear (and they have a neat little pocket on the pouch made especially for the little water purification pill bottle).
Two quart canteens can also be carried or attached to your pack with Alice clips. There are also hydration packs available (Camel Backs). These can be had in a variety of capacities. I have seen them available in sizes up to 72 ounces.

Shelter -

Tent and/or sleeping bag. Some may opt to sleep under the stars and save the weight, but if you are in a harsh climate like the high desert, a hooch (tent) will keep you from getting baked (it can be used as a lean-to during the day to provide shade) or in the north during the long cold winters, a decent sleeping bag will keep you from getting frostbite or hypothermia. To conserve weight in your ruck, two men can share a sleeping bag. Also, Mil-issue "pup tents" can be split between soldiers (each carries one shelter half w/ poles). These can be purchased for about $25-$30.

Food -

You should have at least a 3 day supply in your 72 hour battle pack. MREs are expensive, but they will last a long time. Canned food is cheaper, but heavier than an MRE. Another option is Coast guard survival rations. A three day supply of food is about the size of one MRE. They taste like a sugar cookie, and you need about a quart of water to wash down one ration, but they will keep you alive. You can save space by breaking open the MRE and tightly wrapping the contents into a smaller package. But keep the heavy plastic bag. It has a multitude of uses, including as a dressing for a sucking chest wound.

Uniform -

Most militia folk (at least most of those in organized groups) wear some manner of uniform (also, it's required by the Geneva Conventions). Generally, they wear some manner of BDU (Battle Dress Uniform) with the pattern determined by their AO (Area of Operations). This is not to say that you MUST use BDUs. Anything that you would wear to hunt in the field would be perfect for militia use. The point is to blend in using durable clothing that can stand up to extended wear, and is comfortable. For wooded, mountainous terrain, the best camo is that old standby, woodland; available at any surplus store or online outlet. Next would be Marine Digital Pattern (MarPat). The current Army pattern, ACU (Advanced Combat Uniform), is supposed to work "in all environments". But, as the old adage goes, "camo that's made to work everywhere, actually works nowhere", could have been coined for the new Army digital camo. It's too grey for desert wear and way too light for the mountains of the northwestern united States. Desert pattern works well southwest and high desert areas of America.

(see "Uniform Standard" for more info)

Field Jacket & Liner -

The most common is the USGI M65 field jacket, it is available in woodland and desert camo pattern. If you've got the cash, you may want to look at the Gortex versions of the jackets. The M65 with the liner will keep you quite warm, the Gortex will do the same and keep you dry at the same time.

Knife -

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For Combat purposes this should be of the fixed blade variety, not a folder. A 5" blade seems to be the unspoken standard. The USMC issued K-BAR fills this requirement and is relatively inexpensive.

Compass -

Preferably the lensatic, military style with some manner of luminous dial. Along with a compass you should have topographical maps of your AO and surrounding areas, and a copy of the "Map Reading and Land Navigation" Army field manual.

Entrenching Tool -

An E-Tool, if you don't know, is a shovel. They are available at any camping store or military surplus outlet. Some have said, "If you buy from a military surplus store, opt for the more current tri-folder, versus the WWII style with the wooden handle. The tri-folders are more compact and lighter."

The tri-folds are more compact and have that nice handle for digging. However, the old style are sturdier and can be used as a weapon (thrown, hacking). Study WWI trench warfare, the straight handled shovel is an indispensable backup weapon.

Flashlight -

Any size or style, just make sure that it has a second red colored lens to use at night in tactical situations (reading a map); under a poncho, of course. Remember, even a red lens covered flashlight looks like a Christmas Tree in Night Vision Goggles.

First Aid Kit -

At a minimum, you should have a combat field dressing, in a small first aid/compass pouch attached to your suspenders on the left shoulder. Also, you might consider a small first aid kit attached to your pistol belt or ruck. Ready-made IFAK kits are available at most camping stores, and surplus shops. These should contain:

1. Pouch: attachable to web gear and conspicuously marked.
2. Compression bandage 1 minimum.
3. Assortment of bandages for minor wounds.
4. Tourniquet.
5. Tape (Heavy).
6. Pain medication, OTC.

These are minimum requirements for a basic IFAK. You may include other items as you need, such as needed medications and other items you feel may be beneficial.

Other items for consideration are:

1. Decompression needle.
2. IV starter kit w/ catheter needle 14Ga.
3. Blood stopping agents.
4. Suture kit (small)

Cold/Wet Weather Gear -

For the cold, you'll want to be sure you have some decent long johns to wear under your uniform, along with a good pair of wool or polypro socks to keep your feet warm and dry. For wet weather, you'll need a poncho, preferably two (one in your ruck and one under your buttpack with a poncho liner). If you have the money, you may want to look at the Gortex parka and pant

sets.

Hygiene Gear -

Ya' gotta keep clean, otherwise you are going to come down with nasty diseases and infection; soap, razors, shaving creme, toothpaste, toothbrush, etc. These are not optional things that are nice to have on hand, they are essential pieces of gear that you absolutely must have in order to fulfill the mission.

Helpful hint: Take a roll of TP, pull out the cardboard tube, then flatten and stuff into a ziplock sandwich bag. Dispense by pulling tissue from the center of the roll.

Additional Gear - *(Get this stuff as your budget allows)*

Helmet -

Kevlar or steel pot, worth it's weight in gold. Get one. (FYI... the kevlar helmet will better protect you noggin', but you can't use it as a shaving/wash basin).

30 Day Food Supply -

Hopefully you will have a base of operations, because there is no way you are going to be able to carry a 30 day food supply on your back. Same as the 3 day supply for your 72 hour kit, it should be nonperishable, nothing that requires refrigeration.

Ammo Cache -

1,000 rounds for your primary weapon. You should have as much as you can afford, and keep adding to it whenever your budget permits. If you opt for a sidearm, you should keep plenty of ammo on hand for that, too. 200 rounds is a good start.

Binoculars -

Admit it, your eyes aren't as good as you think they are. You need a good set of Binos to be able to identify friendlies and enemies at a distance. Stieners are probably the best you can get, but you can get a decent set of 10x50's from the "Big Box" or similar stores for less than $60.

Body Armor -

Be it a USGI Flak Jacket, or a Level III Vest, body armor is worth its weight in gold for obvious reasons. (But, it's a trade off with weight and mobility)

GPS -

GPS (Global Positioning System) is a piece of electronic gear that uses satellites (at least three) to triangulate your position on the Earth. Since it is electronic, it is not foolproof, and does not replace your compass and topo maps.

Water Filtration System -

If you are pulling your water from a river and not your kitchen spigot, you need some way to get all of the unknown nasties out of it.

Night Vision Equipment -

If you decide to buy night vision equipment, be it goggles, or rifle scopes, don't skimp. Be sure to get 3rd generation technology. 1st generation plain ol' sucks, 2nd isn't much better, but 3rd generation actually works.

Spare Rifle/Pistol Parts -

The loudest sound on the battlefield is not a bomb going off or the belch of a machinegun,

but the unmistakable "click" of a hammer dropping on a firing pin without the expected crack of the bullet breaking the sound barrier. You should know your weapon, it's weaknesses, and what parts are prone to failure, and have those parts on hand.

Standard Uniform
The Light Foot - Militia standard uniform shall be the Woodland Digital (Marpat) or Multicam BDU (battle dress uniform).

Patches and Insignia -
(you can purchase these through the vendors listed below)
Members of each unit shall wear on their right upper shoulder a subdued (green or tan) American flag patch (with the field of stars on the upper left). *One per BDU shirt or jacket.*
It has been mentioned by some that our military *now* uses the "backwards" flag patch on the right shoulder to show the flag "riding into battle".

Over the right breast pocket shall be the soldier's last name tape. And over the left pocket will be the "M.T. MILITIA" tape. (*Order one with your last name and one with M.T. MILITIA" for each BDU shirt or jacket you have.)*
Rank insignia shall be worn on uniform

Dog Tags - ID tags will be standard military-style (metallic-silver) worn on a chain around the neck. If you feel so inclined, one tag may be worn on the neck chain, the other one tied underneath the bootlaces of the right boot.
Information on the tag should include-

- Last name, first name and middle initial (one or two lines)
- The word "MILITIA" followed by your unit number/state #
- Blood type
- Religious affiliation, if any.

The preceding items may be purchased through www.militarynames.com

On the upper left shoulder shall be the
"Light Foot-LF Unit Patch Depending on Area"
Medical personnel may wear the "Med"

patch below the unit patch on the left arm.
Level 3 qualified militiamen who are part of a 6 man
Select Weapons, Ordinance and Reconnaissance Detachment
(SWORD team) are eligible to wear the “SWORD” patch.

Evacuation and Mobilization SOP

An evacuation may become necessary for many reasons; including natural or manmade disasters, civil unrest, terrorism etc. If you wait until the last minute to evacuate you will be caught up in the masses of panic stricken sheep who don't have a clue what to do. There may be rioting, looting and panic buying at the stores by the unprepared. Martial law will be declared; with curfews, gas and food rationing, checkpoints and roadblocks. DO NOT get caught in this mess.

- You must pre-plan for these events.
- You must have somewhere to retreat to set up in advance and must have a Primary route as well as 2 secondary routes planned.
- Always keep your gear packed and ready to go.
- Keep the Fuel tank full at all times and have at least two 5 gallon cans in reserve.
- Every vehicle must be equipped with a mobility kit.

Vehicle Mobility Kit:

- ✓ 2 - Cans Fix A Flat plus a tire plug kit
- ✓ 1 - Spare tire, jack and lug wrench
- ✓ 1 - 12 Volt compressor
- ✓ 1 - Set of tire chains
- ✓ 1 - Come along or winch
- ✓ 1 - Chain saw
- ✓ 1 – Axe, single bit
- ✓ 1 - Shovel
- ✓ 1 - Bolt cutter
- ✓ 2 - 5 gallon can of Fuel
- ✓ 1 - Each fuel and oil filter, 8 quarts oil
- ✓ 1 - spare fan belts, headlight, fuses
- ✓ 1 - Set basic tools
- ✓ 1 - Fire extinguisher
- ✓ 1 - Spotlight

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- ✓ 1 - Flashlight and spare batteries
- ✓ CB radio
- ✓ Police/Fire/Emergency channel scanner

EVAC ROUTES:

Prior reconnaissance is an absolute must. You will need a State Atlas and a USGS map of your Area of Operations. You need to plan out 3 routes in advance. The primary route should be the most direct possible. Avoid all interstates and major state highways. The alternate routes should be back roads as far off the beaten path as possible. When selecting a route; look for all choke points and possible ambush sites so that you won't be surprised when the time comes. Once you have selected your routes drive them night and day under various conditions. You must familiarize yourself with these routes and come to know them like the back of your hand. You must know them well enough to drive them without lights. Look for out of the way sites to predeploy
supplies along the way.

OPSEC AND CONVOY OPS:

The **First** step in preparing your evacuation plan is the predesignation of an initial rendezvous point. It should be centrally located and enroute to the designated area of operations. Try to pick a high elevation that will provide a degree of cover and concealment. If the route is over 30 miles long, or passes through several small towns, then you must set up intermediate rally points, using the same criteria as before.

Second, the Order of March:

- First in line will be the lightest and least capable vehicle, carrying the forward security element. If the first vehicle crosses obstacles unassisted, then the rest of the convoy should have no problem.
- Second in line is the heaviest and most capable vehicle carrying tow lines, winch, chain saw, axes and other vehicle recovery and road clearing equipment. In the event of a stuck vehicle or road block, this equipment will be used to clear it. The forward security element will position itself for rapid deployment in the event of an ambush during clearing operations.
- Third and Fourth in line will be the supply vehicles and support personnel. Last in line will be the rear security element in a heavy 4WD, carrying equipment to create roadblocks.

Third : On the march, maintain maximum safe interval between vehicles. Don't bunch up; particularly at obstacles or possible ambush points. Each vehicle should remain in sight and small arms range of the vehicle in front and behind it. Minimize exposure by maintaining the interval at temporary halts.

Fourth: Radio Communications must be maintained between vehicles. Use all COMSEC measures. Make no “on the air” references to road or place names, landmarks etc. Do not engage in senseless chatter. Maintain radio silence as much as possible.

Fifth: Laager (disperse in a circle) all vehicles under camouflage and concealment during any prolonged halt. Maintain light and noise discipline at all times. Both light and noise travel long distances at night in rural areas. Keep two sentries patrolling the circle in opposite directions so they can keep watch on the laager and each other. Rotate sentries every 2 hours.

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STARTING A "Light Foot - " MILITIA UNIT

A few basic principals:

1) We are not a "group" that you join. If you are a citizen of Montana, then you are a member of the militia according to our constitution and state law.

2) All may come no matter what race or religion, weather man or woman. As long as you support the US and Montana Constitutions, understand that our country was founded by Christians, that our laws are based on Biblical law and that it is for these reasons that all are guaranteed the right to live, work and worship as they see fit. We do not care if you're Christian, Muslim or atheist... as long as stand up for the rights of others to live as they may, then you are a true protector of the Constitution. If you are a neo-nazi or anachist, you are the enemy of our Federal Constitution because you are seeking to replace it with a different form of government.

3) While women are welcome, they will serve in the Supply/Medical/Support units, not "combat" units, to preserve unit cohesion. They can serve as supply, transportation (truck drivers), medical, food service, communications or security personnel. But, all who join will be trained in firearms and basic combat skills.

4) We use the National Militia Standards (www.awrm.org) as our basic framework, Along

with the "Light Foot - Militia Standards". 'which was quickly modified and customized with the result being the the Light Foot-LF Standards

5) All officers and non-comms shall be voted on by the local commander with clearance of command This isn't regular army. We cannot throw you in the stockade for failing to follow orders. You cannot force men to follow you, they must respect you want you to be their leader.

6) the flag and patches we would use for identification of "friendly" units.

MEETINGS AND TRAINING

We've found that a schedule of once a month meetings and twice a month training days works out pretty good. If you can do more that's great. But, many people have other commitments (work, family, etc) and three days a month is enough to ask of them.

Your training schedule should consist of a classroom training (in say, "Map Reading/Land Navigation") followed on the next scheduled training day with a field training (go out and use your map/compass) to put those newly learned skills into practical use while still fresh in the mind.

Use the "Basic Training Plan" of the "Standards" for your guideline concerning the proper training curriculum. It outlines the goals for individual preparedness.

For training materials we've adopted two well made manuals. The first is the US Army Field Manual FM 21-75 "Combat Skills of the Soldier". The second is "Light Infantry Tactics for Small Teams" by Christopher E. Larson. Both of these books can be found online at Ebay or Amazon.

This path you're embarking on is not an easy one. You will need help from above. The Creator guided and protected our Founding Fathers before, during and after our War for Independence. We cannot be so proud and self-centered as to believe we can help protect and defend that independence without His protection and guidance.

All that you need to know for your first presentation is in the Standards. Study them well. At your first meeting you WILL be nervous. This is natural. Just talk to your new found patriot friends and ask them about themselves; what their concerns are; what they want to get out of this.

Under no circumstances is talk of explosives, illegal machine guns or other illegal activity permitted at any time. Yes, books on explosives and such are legal and "for informational purposes only", but discussing it (especially at a "militia meeting") can and has been used as evidence of conspiracy. Don't fall into this trap. If someone comes to one of your meetings and starts talking

about “making bombs”, he's either an idiot or a Fed. Either way, you don't

Command Ranks: It is with the intent to provide a seamless coordination and integration of medical services, that a rank structure be established. This tree of authority will ensure the consistent application of medical services, and provide the vehicle for implementation and oversight of, said services.

Positions and Ranks thereto:

Field Force Medical Command.

a. State Medical commander, …..... Lt. Colonel
b. Deputy State Medical Commander,..... Major
c. Secretary, Medical Command Staff,..... 2nd Lt.

Brigade Medical Staff.

a. Brigade Medical Officer,..... Major
b. Deputy Brigade Medical Officer,..... Captain
c. Secretary, Brigade Medical Staff,..... 2nd Lt.

Regimental Medical Command Staff.

a. Regimental Medical Officer,..... Captain

Battalion Medical.

a. Battalion Medical Officer,..... Lt.
b. Platoon Medic,..... SSGT

FIELD FORCE MEDICAL COMMAND
STAFF POSITIONS
AND
DUTIES

Commander: The commander has overall authority over all medical personnel within the Light Foot. a. Reports directly to the Field Force Commander. Duties: Evaluates and disseminates to all levels of the Light Foot, policies and procedures governing the conduct and duties of the medical personnel under his/her command. Coordinates with subordinates to establish programs to facilitate the training, recruitment, and policies regarding medical services. Reviews and approves all polices and procedures related to medical care within the Light Foot. Deputy Commander: Assists the Commander in carrying out the duties of his/her office. Responsible for ensuring timely implementation of directives from the office of the Commander. Responsible for providing the commander with periodic reports on the readiness, compliance, and implementation of directives from the office of the commander. Performs

the duties of Liaison officer between the Commander, and Brigade level command staffs. Secretary: Assists both the Commander, and Deputy Commander in a clerical capacity to ensure that directives from the office of the Commander are posted to subordinate units. Keeps records, and facilitates correspondence between subordinate units and the office of the Commander.

BRIGADE LEVEL
MEDICAL COMMAND

Brigade Medical Officer: This position reports directly to the Field Force Medical Command staff. Duties: The Brigade Medical Officer (hereafter known as BMO), is responsible for ensuring the timely implementation of directives from the Field Force Command Staff, (hereafter known as FFMCS). Ensures that all policies and procedures are being followed through the brigade level. Submits timely reports to the FFCS regarding compliance, implementation, and evaluation reviews on all directives received from the FFMCS. Deputy Brigade Medical Officer: This position reports directly to the Brigade Medical Officer. Duties: The Deputy Brigade Medical Officer, (hereafter known as DBMO) will assist the BMO in carrying out the duties of his/her office. Responsible for ensuring timely implementation of directives from the office of the BMO. Responsible for providing the BMO with periodic reports on the readiness, compliance, and implementation of directives from the offices of the BMO and FFMCS. Performs the duties of Liaison officer between the BMO, and Regimental Medical Officer. Secretary: This position reports directly to the BMO. Duties: Assists both the BMO, and DBMO in a clerical capacity to ensure that directives from the office of the BMO are posted to subordinate units. Keeps records, and facilitates correspondence between subordinate units and the office of the BMO.

REGIMENTAL LEVEL
MEDICAL COMMAND

Regimental Medical Officer: This position reports directly to the BMO. Duties: The Regimental Medical Officer, (hereafter known as RMO), will provide timely reports to the BMO concerning the implementation of directives from the BMO and FFMCS. Ensures that all policies and procedures are being followed through the regimental level. Submits timely reports to the BMO regarding compliance, implementation, and evaluation reviews on all directives received from the BMO and FFMCS. Coordinates with subordinate medical personnel in achieving the desired goals of all directives tasked within his/her scope of authority. Works within his/her AO, to obtain, identify, and secure medical supplies needed to maintain a level of compliance with established directives. Is directly tasked with ensuring skill competencies of medical personnel under his/her command.

BATTALION LEVEL
MEDICAL COMMAND

Battalion Medical Officer: This position reports directly to the RMO. Duties: The Battalion Medical Officer, (hereafter known as BNMO), will provide Timely reports to the RMO concerning the

implementation of directives from the RMO, BMO, and FFMCS. Ensures that all policies and procedures are being followed through the Battalion level. Submits timely reports to the RMO regarding compliance, implementation, and evaluation reviews on all directives received from the RMO, BMO, and FFMCS. Coordinates with subordinate medical personnel in achieving the desired goals of all directives tasked within his/her scope of authority. Works within his/her AO, to obtain, identify, and secure medical supplies needed to maintain a level of compliance with established directives. Is directly tasked with ensuring skill competencies of medical personnel under his/her command.

PLATOON LEVEL
MEDICAL STAFF

Platoon Medic: This position reports directly to the BNMO.
Duties:
Follows all policies and procedures. Submits timely reports to the BNMO regarding compliance, implementation, and evaluation reviews on all directives received. Conducts oneself in a manner to achieve the desired goals of all directives tasked within his/her scope of authority. Works within his/her AO, to obtain, identify, and secure medical supplies needed to maintain a level of compliance with established directives. Is directly tasked with ensuring personal skill competencies are at a level of acceptable compliance. Engages in community outreach and education activities to promote good will.

Cover, Concealment, and Camouflage

If the enemy can see you and you are within range of his weapon system, he can engage and possibly kill you. So, you must be concealed from enemy observation and have cover from enemy fire. When the terrain does not provide natural cover and concealment, you must prepare your cover and use natural and man-made materials to camouflage yourself, your equipment, and your position. This chapter provides guidance on the preparation and use of cover, concealment, and camouflage, except for fighting positions,

Section I Cover

Cover, made of natural or man-made materials, gives protection from bullets, fragments of exploding rounds, flame, nuclear effects, biological and chemical agents, and enemy observation

Natural cover includes logs, trees, stumps, rocks, and ravines; whereas, man-made cover includes fighting positions, trenches, walls, rubble, and craters. To get protection from enemy fire in the offense or when moving, use routes that put cover between you and the enemy. For example, use ravines, gullies, hills, wooded areas, walls, and any other cover that will keep the enemy from seeing and firing at you Avoid open areas. ***Never skyline yourself on a hilltop or ridge***. Any cover--even the smallest depression or fold in the ground--can help

protect you from direct and indirect enemy fire.

Man-made cover includes fighting positions and protective equipment.

CONCEALMENT

Concealment is anything that hides you from enemy observation Concealment does not protect you from enemy fire. Do not think that you are protected from the enemy's fire just, because you are concealed. Concealment, like cover, can also be natural or man made.

NATURAL CONCEALMENT

Natural concealment includes bushes, grass, and shadows. If possible, natural concealment should not be disturbed. Man-made concealment includes BDU uniforms, camouflage nets, face paint, and natural materials that have been moved from their original location. Man-made concealment must blend into natural concealment provided by the terrain.

ACTIONS AS CONCEALMENT

Light, noise, and movement discipline, and the use of camouflage, contributes to concealment. Light discipline is controlling the use of lights at night by such things as not smoking in the open, not walking around with a flashlight on, and not using vehicle headlights. Noise discipline is taking action to deflect sounds generated by your unit (such as operating equipment) away from the enemy and, when possible, using methods to communicate that do not generate sounds (arm-and-hand signals). Movement discipline includes not moving about fighting positions unless necessary and not moving on routes that lack cover and concealment. In the defense, build a well-camouflaged fighting position and avoid moving about. In the offense, conceal yourself and your equipment with camouflage, and move in woods or on terrain that gives concealment. Darkness cannot hide you from enemy observation in either offense or defense situations. The enemy's night vision devices (NVD) and other detection means allow them to find you in both daylight and darkness.

Survival, Evasion, Resistance, and Escape

Continuous operations and fast-moving battles increase your chances of either becoming temporarily separated from your unit or captured. Whether you are separated from your unit or captured, your top priority should be rejoining your unit or making it to friendly lines. If you do become isolated, every Militiamen must continue to fight, evade capture, and regain contact with friendly forces. If captured, detained, or held hostage, individual Militiamen must live, act, and speak in a manner that leaves no doubt they adhere to their traditions and values

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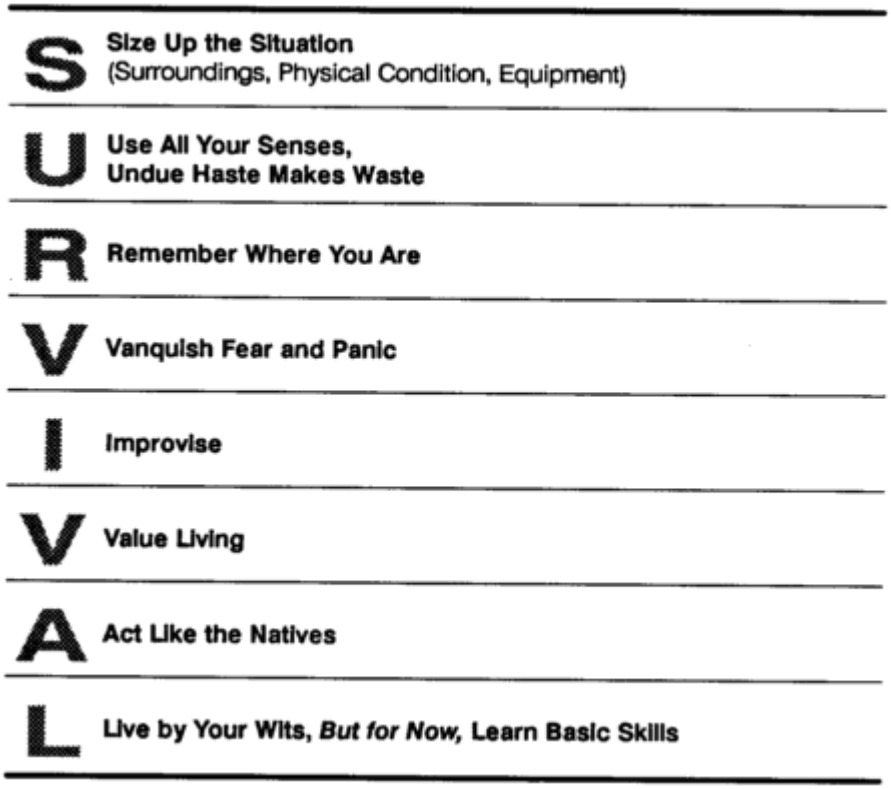
SURVIVAL

The acrostic **SURVIVAL** can help guide your actions in any situation



EVASION

Evasion is the action you take to stay out of the enemy's hands when separated from your unit and in enemy territory. There are several courses of action you can take to avoid capture and rejoin your unit. You may stay in your current position and wait for friendly troops to find you, or you may try to move and find friendly lines. Below are a few guidelines you can follow.

PLANNING

Planning is essential to achieve successful evasion. Follow these guidelines for successful evasion:

- Keep a positive attitude.
- Use established procedures.
- Follow your EPA (evasion plan of action).
- Be patient.
- Drink water.
- Conserve strength for critical periods.
- Rest and sleep as much as possible.
- Stay out of sight.

ODORS

Avoid the following odors (they stand out and may give you away):

- Scented soaps and shampoos.
- Shaving cream, after-shave lotion, or other cosmetics.

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- Insect repellent (camouflage stick is least scented).
- Gum and candy (smell is strong or sweet).
- Tobacco (odor is unmistakable).
- Mask scent using crushed grasses, berries, dirt, and charcoal.

EVASION PLAN OF ACTION

Establish--

- Suitable area for recovery.
- Selected area for evasion.
- Neutral or friendly country or area.
- Designated area for recovery.

SHELTERS

Keep the following guidelines in mind concerning shelters:

- Use camouflage and concealment.
- Locate carefully
- Choose an area.
    - -- Least likely to be searched (for example drainage's, rough terrain) and blends with the environment.
    - -- With escape routes (*do not* corner yourself).
    - -- With observable approaches.
- Locate entrances and exits in brush and along ridges, ditches, and rocks to keep from forming paths to site.
- Be wary of flash floods in ravines and canyons.
- Conceal with minimal to no preparation.
- Take the radio direction finding threat into account before transmitting from shelter.
- Ensure overhead concealment.

MOVEMENT

Remember, a moving object is easy to spot. If travel is necessary--

- Mask with natural cover.
- Stay off ridge-lines and use the military crest (2/3 of the way up) of a hill.
- Restrict to periods of low light, bad weather, wind, or reduced enemy activity.
- Avoid silhouetting.
- *Do* the following at irregular intervals:
    - -- *Stop* at a point of concealment.
    - -- *Look* for signs of human or animal activity (such as smoke, tracks, roads, troops, vehicles, aircraft, wire, and buildings). Watch for trip wires or booby traps, and avoid leaving evidence of travel. Peripheral vision is more effective for recognizing movement at night and twilight.
    - -- *Listen* for vehicles, troops, aircraft, weapons, animals, and so forth.
    - -- *Smell* for vehicles, troops, animals, fires, and so forth.
- Use noise discipline; check clothing and equipment for items that could make noise during movement and secure them.
- Break up the human shape or recognizable lines.
- Camouflage evidence of travel. Route selection requires detailed planning and special techniques (irregular route/zigzag).
- Concealing evidence of travel. Using techniques such as:
  Avoid disturbing vegetation.

`• *Do not* break branches, leaves, or grass. Use a walking stick to part vegetation and push it back to its original position.

• *Do not* grab small trees or brush. (This may scuff the bark or create movement that is easily spotted. In snow country, this creates a path of snow-less vegetation revealing your route.)

- Pick firm footing (carefully place the foot lightly but squarely on the surface to avoid slipping).
- Try not to--
    - -- Overturn ground cover, rocks, and sticks.

-- Scuff bark on logs and sticks.
-- Make noise by breaking sticks. (Cloth wrapped around feet helps muffle noise.)
-- Mangle grass and bushes that normally spring back.

• Mask unavoidable tracks in soft footing.
-- Place tracks in the shadows of vegetation, downed logs, and snowdrifts.
-- Move before and during precipitation, allows tracks to fill in.
-- Travel during windy periods.
-- Take advantage of solid surfaces (such as logs and rocks) leaving less evidence of travel.
-- Tie cloth or vegetation to feet, or pat out tracks lightly to speed their breakdown or make them look old.

• Secure trash or loose equipment and hide or bury discarded items. (Trash or lost equipment identifies who lost it.)

• If pursued by dogs, concentrate on defeating the handler.
-- Travel downwind of dog/handler, if possible.
-- Travel over rough terrain and/or through dense vegetation to slow the handler.
-- Travel downstream through fast moving water.
-- Zigzag route if possible, consider loop-backs and "J" hooks.

• Penetrate obstacles as follows:
-- Enter deep ditches feet first to avoid injury.
-- Go around chain-link and wire fences. Go under fence if unavoidable, crossing at damaged areas. *Do not* touch fence; look for electrical insulators or security devices.
-- Penetrate rail fences, passing under or between lower rails. If this is impractical, go over the top, presenting as low a silhouette as possible.
-- Crossroads after observation from concealment to determine enemy activity. Cross at points offering concealment such as bushes, shadows, or bends in the road. Cross in a manner leaving footprints parallel (cross step sideways) to the road.

`

RESISTANCE

Code of Conduct, which prescribes how every Militiaman must conduct himself when captured (or faced with the possibility of capture).

I. I am an American, fighting in the forces which guard my country and our way of life. I am prepared to give my life in their defense.

II. I will never surrender of my own free will. If in command, I will never surrender the members of my command while they still have the means to resist.

III. If I am captured, I will continue to resist by all means available. I will make every effort to escape and aid others to escape. I will accept neither parole nor special favors from the enemy.

IV. If I become a prisoner of war, I will keep faith with my fellow prisoners. I will give no information or take part in any action which might be harmful to my comrades. If I am senior, I will take command. If not, I will obey the lawful orders of those appointed over me, and will back them up in every way.

V. When questioned, should I become a prisoner of war, I am required to give only name, rank, service number, and date of birth. I will evade answering further questions to the utmost of my ability. I will make no oral or written statements disloyal to my country (and its allies) or harmful to their cause.

VI. I will never forget that I am an American, fighting for freedom, responsible for my actions, and dedicated to the principles that made my country free. I will trust in my God and in the United States of America.

ESCAPE

. Escape is the action you take to get away from the enemy if you are captured. The best time for escape is right after capture as you will be in a better physical and mental condition. Bad food and bad treatment during capture add to the already stressful fact of captivity. When detained, you will be given minimal rations that are barely enough to sustain life and certainly not enough to build up a reserve of energy. The physical treatment, medical care, and rations of prison life quickly cause physical weakness,

night blindness, and loss of coordination and reasoning power. Once you have escaped, it may not be easy to contact friendly troops or get back to their lines, even when you know where they are. Learn and use the information in this chapter to increase your chance of survival on today's battlefield. For more information, see Army FM 3-05.70 and FM 3-50.3. Other reasons for escaping early include--

- Friendly fire or air strikes may cause enough confusion and disorder to provide a chance to escape.
- The first guards usually have less training in handling prisoners than the next set. You have a better chance of getting away from the first ones.
- You might know something about the area where you were first captured. You might even know the locations of nearby friendly units.
- The way you escape depends on what you can think of to fit the situation.
- The only general rules are to escape early and when the enemy is distracted.

BATTLE DRILLS

Infantry battle drills describe how platoons and squads apply fire and maneuver to commonly encountered situations. They require leaders to make decisions rapidly and to issue brief oral orders quickly.

Section I. INTRODUCTION

This section defines and describes the format for battle drills.

DEFINITION. A battle drill is "*a collective action rapidly executed without applying a deliberate decision making process*."

a. Characteristics of a battle drill are—

- They require minimal leader orders to accomplish and are standard throughout the Army.
- Sequential actions are vital to success in combat or critical to preserving life.
- They apply to platoon or smaller units.
- They are trained responses to enemy actions or leader's orders.
- They represent mental steps followed for offensive and defensive actions in training and combat.

b. A unit's ability to accomplish its mission often depends on Soldiers and leaders to execute key actions quickly. All Soldiers and their leaders must know their immediate reaction to enemy contact, as well as follow-up actions. Drills are limited to situations requiring instantaneous response; therefore, Soldiers must execute drills instinctively. This results from continual practice. Drills provide small units with standard procedures essential for building strength and aggressiveness.

(1) They identify key actions that leaders and Soldiers must perform quickly.

(2) They provide for a smooth transition from one activity to another; for example, from movement to offensive action to defensive action.

(3) They provide standardized actions that link Soldier and collective tasks at platoon level and below. (Soldiers perform individual tasks to CTT or SDT standard.)

(4) They require the full understanding of each individual and leader, and continual practice.

FORMAT. Drills include a ***title***, a ***situation*** to cue the unit or leader to start the drill, the ***required actions*** in sequence, and supporting illustrations. Where applicable, drills are cross-referenced with material in other chapters, or other drills, or both. Training standards for battle drills are in the mission training plan (MTP).

Section II. DRILLS

This section provides the battle drills for small units.

BATTLE DRILL 1
REACT TO CONTACT

SITUATION: A squad or platoon receives fires from enemy individual or crew-served weapons.

REQUIRED ACTIONS:

1. Soldiers immediately assume the nearest covered positions.

2. Soldiers return fire immediately on reaching the covered positions.
3. Squad/team leaders locate and engage known or suspected enemy positions with well-aimed fire, and they pass information to the platoon/squad leader.
4. Fire team leaders control the fire of their Soldiers by using standard fire commands (initial and supplemental) containing the following elements:
    - Alert
    - Direction
    - Description of target
    - Range
    - Method of fire (manipulation and and rate of fire)
    - Command to commence firing
5. Soldiers maintain contact (visual or oral) with the Soldiers on their left and right.
6. Soldiers maintain contact with their team leaders and indicate the location of enemy positions.
7. The leaders (visual or oral) check the status of their personnel.
8. The squad/team leaders maintain visual contact with the platoon/squad leader.
9. The platoon/squad leader moves up to the squad/fire team in contact and links up with its leader.
    a. The platoon leader brings his RTO, platoon FO, the nearest squad's squad leader, and one machine gun team.
    b. The squad leader of the trail squad moves to the front of his lead fire team.
    c. The PSG also moves forward with the second machine gun team and links up with the platoon leader, ready to assume control of the base-of-fire element.
10. The platoon/squad leader determines whether or not his unit must move out of an EA.
11. The platoon/squad leader determines whether his unit can gain and maintain suppressive fires with the element already in contact (based on the volume and accuracy of enemy fires against the element in contact). The platoon/squad leader assesses then situation. He identifies—
    - The location of the enemy position and obstacles.
    - The size of the enemy force engaging the unit in contact. The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of the enemy strength.
    - Vulnerable flanks.
    - Covered and concealed flanking routes to the enemy position.
12. The platoon/squad leader determines the next COA, such as fire and movement, assault, breach, knock out bunker, enter and clear a building or trench.
13. The platoon/squad leader reports the situation to the company commander/platoon leader and begins to maneuver his unit.
14. Platoon leader directs platoon FO to call for and adjust indirect fires (mortars or artillery). Squad leaders relay requests through the platoon leader. The platoon/squad leader in conjunction with the platoon FO maintains accurate battle tracking of all friendly elements to facilitate quick clearance of fires.
15. Leaders relay all commands and signals from the platoon chain of command.
16. The PSG positions the base of fire element to observe and to provide supporting fires.

Note: *Once the platoon has executed the React to Contact drill, the platoon leader quickly assesses the situation, for example, enemy size and location. He picks a COA. The platoon leader reports the situation to the company*

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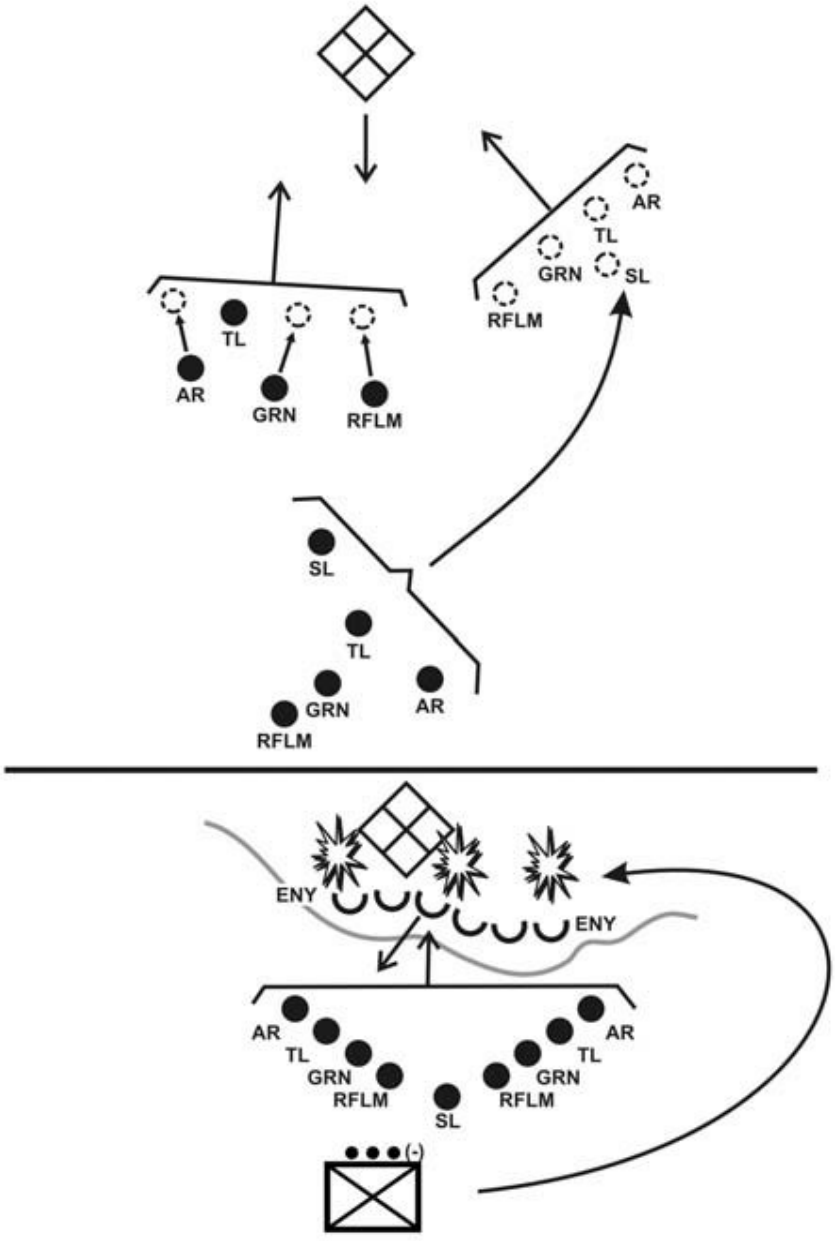

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BATTLE DRILL 2

BREAK CONTACT

SITUATION: The squad or platoon is under enemy fire and must break contact.

REQUIRED ACTIONS:

1. The platoon/squad leader directs fire support for the disengagement. He accomplishes this by—
    - Directing one squad/fire team in contact to support the disengagement of the remainder of the unit.
    - Considering the use of indirect fires for breaking contact.
    - Clearing the location, task, purpose, and method of conducting the fire mission with the platoon FO.
2. The platoon/squad leader orders a distance and direction, a terrain feature, or last ORP for the movement of the first squad/fire team. In conjunction with the platoon FO, the leader maintains accurate battle tracking of all friendly elements to facilitate quick clearance of fires.
3. The base of fire squad/team continues to suppress the enemy. The platoon/squad leader directs the platoon FO to execute the fire mission, if needed.
4. The moving squad/team assumes the overwatch position. The squad/team should use M203 grenade launchers, throw fragmentation and concussion grenades, and use smoke grenades to mask movement. The platoon/squad leader directs the platoon FO to execute smoke mission to screen friendly elements movement, if needed.
5. The moving squad/team takes up the designated position and engages the enemy position.
6. The platoon leader directs the base-of-fire element to move to its next location. Based on the terrain and the volume and accuracy of the enemy's fire, the moving fire team or squad may need to use fire and movement techniques.
7. The platoon/squad continues to bound away from the enemy until—
    - It breaks contact. It must continue to suppress the enemy as it does this.
    - It passes through a higher-level SBF position.
    - Its squad/fire teams are in the assigned position to conduct the next mission.
8. The leader should consider changing his unit's direction of movement once contact is broken. This will reduce the ability of the enemy to place effective indirect fires on the unit.
9. If the platoon/squad becomes disrupted, Soldiers stay together and move to the last designated rally point.
10. The platoon/squad leaders account for Soldiers, report, reorganize as necessary, and continue the mission. With the platoon FO, the platoon/squad develops a quick fire plan to support the hasty defense or new route of march.

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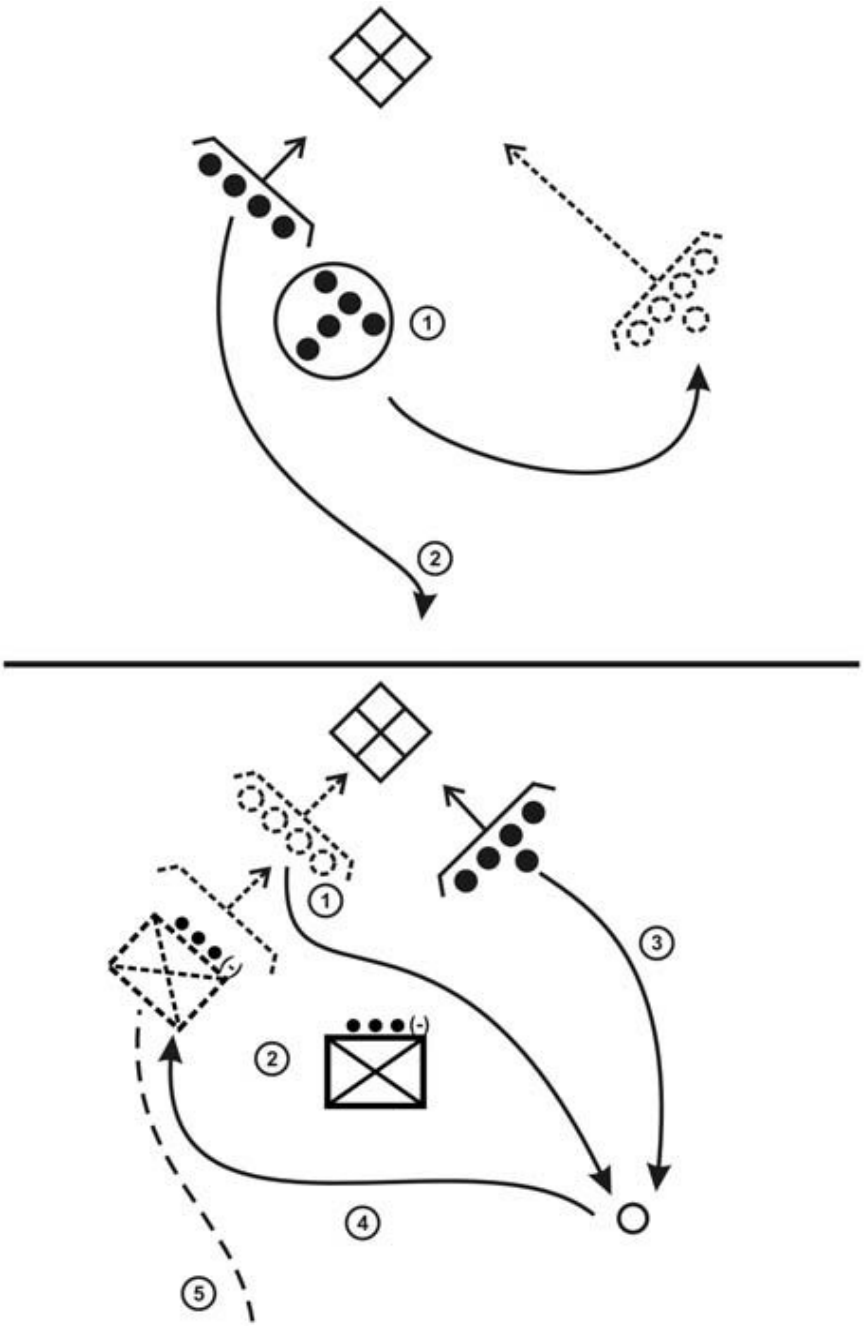

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BATTLE DRILL 3
REACT TO AMBUSH

SITUATION: The squad or platoon enters a kill zone and the enemy initiates an ambush with a casualty-producing device and a high volume of fire.

REQUIRED ACTIONS:

1. Near ambush (within hand-grenade range).
    a. Soldiers in the kill zone return fire immediately. How they go about this depends on the terrain. If—
        • Cover is not available, Soldiers immediately, without order or signal, assume prone position and throw concussion or fragmentation and smoke grenades.
        • Cover is available, without order or signal, Soldiers seek the nearest covered position, assume the prone position, and throw fragmentation or concussion and smoke grenades.
    b. Immediately after the explosion of the concussion or fragmentation grenades, Soldiers in the kill zone return fire and assault through the ambush position using fire and movement.
    c. Soldiers not in the kill zone identify the enemy's position. Fire is shifted as the personnel in the kill zone begin to assault.
    d. Soldiers in the kill zone continue the assault to eliminate the ambush or until contact is broken.
    e. The platoon/squad conducts consolidation and reorganization.
2. Far ambush (out of hand-grenade range). Soldiers receiving fire immediately return fire, take up covered positions, and
suppress the enemy by—
    • Destroying or suppressing enemy crew-served weapons.
    • Sustaining suppressive fires.
3. Soldiers (squad/teams) not receiving fires move by a covered and concealed route to a vulnerable flank of the enemy position and assault using fire and movement techniques.
4. Soldiers in the kill zone continue suppressive fires and shift fires as the assaulting squad/team fights through the enemy position.
5. The platoon FO calls for and adjusts indirect fires as directed by the platoon leader. On order, he shifts or ceases fires to isolate the enemy position or to attack them with indirect fires as they retreat.
6. The platoon/squad leader reports, reorganizes as necessary, and continues the mission

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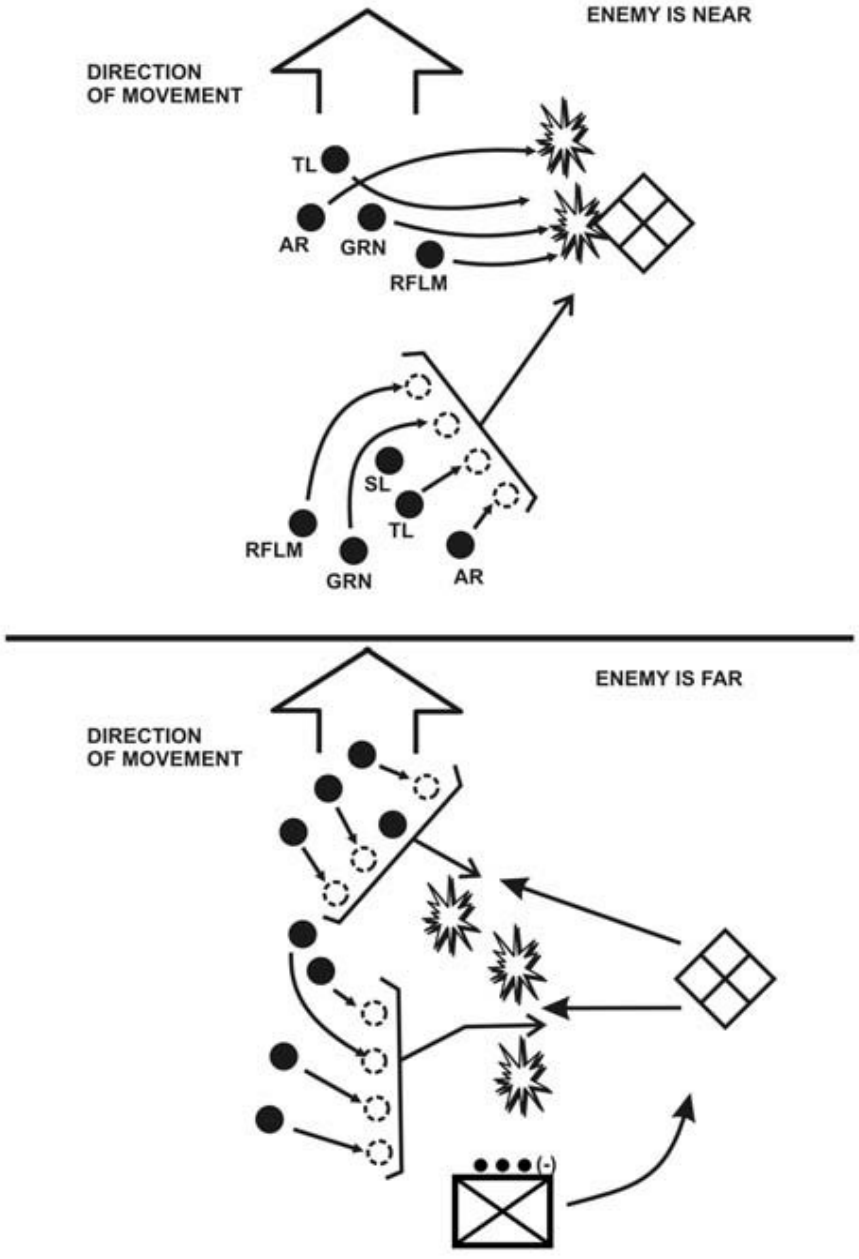

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COMMUNICATIONS

The basic requirement of combat communications is to provide rapid, reliable, and secure interchange of information. Communications are a vital aspect in successful mission accomplishment. The information in this chapter helps the Militia squad/platoon maintain effective communications and correct any radio antenna problems.

Section I. INTRODUCTION

This section discussesfrequency modulated radios and automated net control devices (ANCDs).

FREQUENCY MODULATED RADIOS.

frequency modulated (FM) radios are composed of a receiver and atransmitter. Together, the receiver-transmitter has many capabilities and features that enable you to perform your mission more effectively. The radio can operate in Single Channel mode or frequency hopping mode. The radio has about 2,320 SC Channels and includes voice and digital communication. The operating voltage for the manpack radio is 13.5 volts from the primary battery. The range of the manpack radio is 5-10 KM on Hi power. This range is based upon line of sight and is derived from averages achieved under normal atmospheric and weather conditions. Ranges depend upon location, sighting, weather, and surrounding noise level, among other factors. the automated net control device (ANCD) is an essential tool. It replaces the signal operating instructions booklet. The ANCD has many capabilities. The main purpose of the ANCD for your mission is to obtain signal operating instructions electronically. The following discusses assembly, operation, and troubleshooting for the AN/PRC-119; provides step-bystep instructions to obtain SOI from an ANCD; and explains how to repair broken antennas:

a. **Manpack Radio Assembly**. To assemble a manpack radio you must first check and install a battery.

(1) Inspect the battery box for dirt or damage.
(2) Stand RT on front panel guards.
(3) Check battery life condition (you will be using the rechargeable BB-390 batteries).
(4) Place battery in box.
(5) Close battery cover, and secure using latches.
(6) Return radio to upright position.
(7) If used battery was installed, enter the battery life condition into radio by performing the following:
(a) Set **FCTN** to **LD**.
(b) Press **BAT**, then **CLR**.
(c) Enter number recorded on side of battery.
(d) Press **STO**.
(e) Set **FCTN** to **SQ ON**.

b. **Antenna**.

(1) Inspect whip antenna connector on antenna and on radio for damage.
(2) Screw whip antenna into base.
(3) Hand tighten.
(4) Carefully mate antenna base with RT ANT connector.
(5) Hand tighten.
(6) Position antenna as needed by bending goose neck.

Note: Keep antenna straight, if possible. If the antenna is bent to a horizontal position, it may be necessary to turn the radio in order to receive and transmit messages.

c. **Handset**.

(1) Inspect the handset for damage.
(2) Push handset on **AUD/DATA** and twist clockwise to lock in place.

d. **Field Pack**.

(1) Place radio transmitter (RT) in field pack with antenna on the left shoulder.
(2) Fold top flap of field over RT and secure flap to field pack using straps and buckles.

e. **Presets**.

(1) Set **CHAN** to **1**.
(2) Set **MODE** to **SC**.
(3) Set **RF PWR** to **HI**.
(4) Set **VOL** to mid range.
(5) Set **DIM** full clockwise.
(6)Set **FCTN** to **LD**.
(7)Set **DATA RATE** to **OFF**.

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f. **Single Channel Loading Frequencies**.

(1) Obtain Light Foot SOI.
(2) Set **FCTN** to **LD**.
(3) Set **MODE** to **SC**.
(4) Set **CHAN** to **MAN**, **Cue**, or desired channel (**1** to **6**) where frequency is to be stored.
(5) Press **FREQ** (display will show "**00000**," or the frequency the RT is currently set to).
(6) Press **CLR** (display will show five lines).
(7) Enter the number of the new frequency.
(8) If you make a mistake with a number, press **CLR**.
(9) Press **STO** (display will blink).
(10) Set **FCTN** to **SQ ON**.

g. **Clearing of Frequencies**.

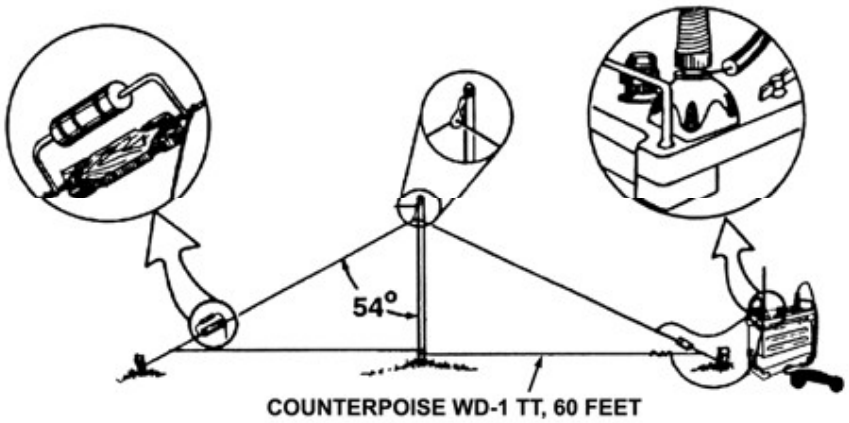
(1) Set **MODE** to **SC**.
(2) Set **CHAN** to **MAN**, **Cue** or the channel whose frequency is to be cleared.
(3) Press **FREQ**.
(4) Press **CLR**.
(5) Press **Load**; then press **STO**.
(6) Set **FCTN** to **SQ ON**.

h. **Scanning of Multiple Frequencies**.

(1) Load all desired frequencies using "Single Channel Loading Frequencies" instructions (see 7-2h).
(2) Set **CHAN** to **CUE**.
(3) Set **SC** to **FH**.
(4) Set **FCTN** to **SQ ON**.
(5) Press **STO** (display will say **SCAN**).
(6) Press **8**. You will now be able to scan more than one frequency.

FIELD-EXPEDIENT DIRECTIONAL ANTENNAS.

The vertical half-rhombic antenna and the long-wire antenna are two field-expedient directional antennas. These antennas consist of a single wire, preferably two or more wavelengths long, supported on poles at a height of 3 to 7 meters (10 to 20 feet) above the ground. The antennas will, however, operate satisfactorily as low as 1 meter (about 3 feet) above the ground--the radiation pattern is directional. The antennas are used mainly for either transmitting or receiving high-frequency signals.



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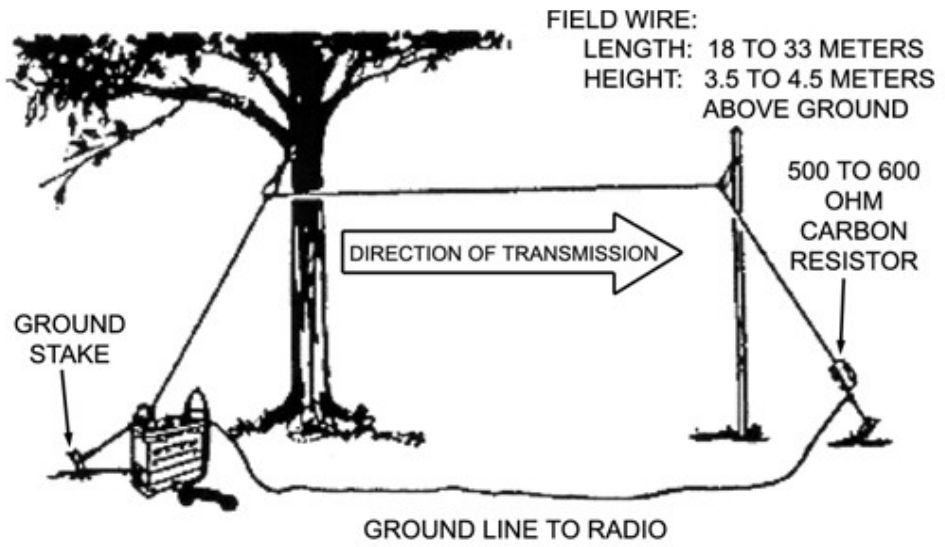
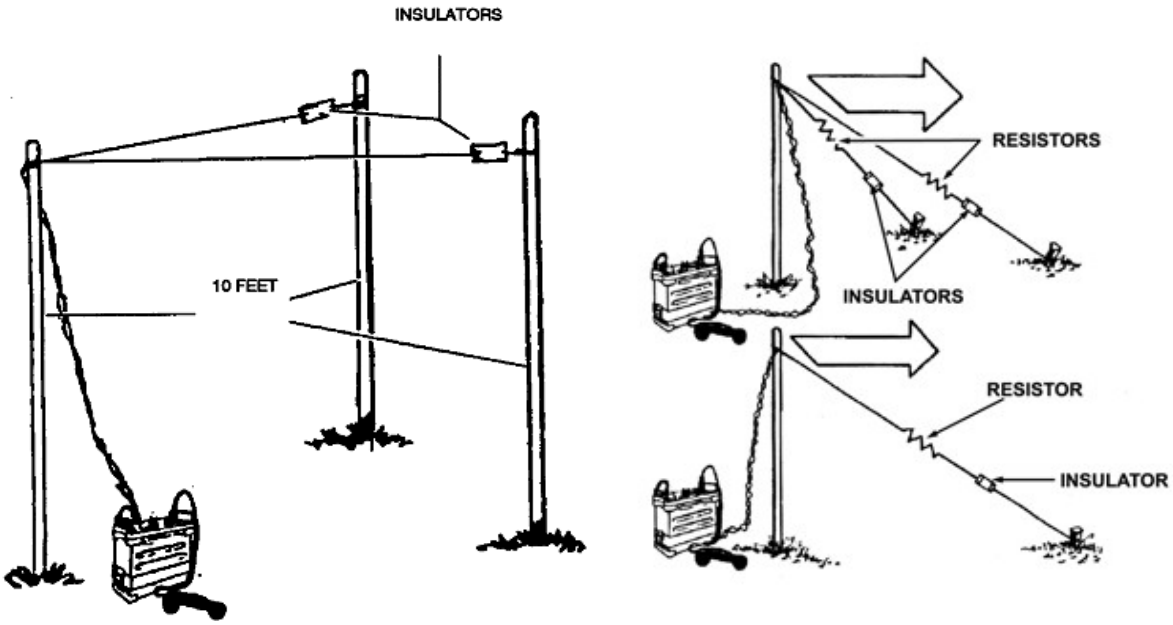


a. The vee antenna is another field-expedient directional antenna. It consists of two wires forming a V with the open area of the "V" pointing toward the desired direction of transmission or reception. To make construction easier, the legs should slope downward from the apex of the "V." This is called a sloping vee antenna The angle between the legs varies with the length of the legs to achieve maximum performance.



b. When the antenna is used with more than one frequency or wavelength, use an apex angle that is midway between the extreme angles determined by the chart. To make the antenna radiate in only one direction, add noninductive terminating resistors from the end of each leg (not at the apex) to ground.

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ANTENNA LENGTH. The length of an antenna must be considered in two ways: both a physical and an electrical length. These two lengths are never the same. The reduced velocity of the wave on the antenna and a capacitive effect (known as end *effect*) make the antenna seem longer electrically than it is physically. The contributing factors are the ratio of the diameter of the antenna to its length and the capacitive effect of terminal equipment, such as insulators and clamps, used to support the antenna.

a. To calculate the physical length of an antenna, use a correction of 0.95 for frequencies between 3.0 and 50.0 MHz
b. Use the following formula to calculate the length of a long-wire antenna (one wavelength or longer) for harmonic operation:

OPERATIONS ORDER

[Plans and orders normally contain a code name and are numbered consecutively within a calendar year.]

References: [The heading of the plan or order includes a list of maps, charts, datum, or other related documents the unit will need to understand the plan or order. The user need not reference the SOP, but may refer to it in the body of the plan or order. He refers to a map by map series number (and country or geographic area, if required), sheet number and name, edition, and scale, if required. "*Datum*" refers to the mathematical model of the earth that applies to the coordinates on a particular map. It is used to determine coordinates. Different nations use different datum for printing coordinates on their maps. The datum is usually referenced in the marginal information of each map.]

Time zone used throughout the order: The time zone used throughout the order (including annexes and appendixes) is the time zone applicable to the operation. Operations across several time zones use Zulu time.

Task organization: Describe the allocation of forces to support the commander's concept. Task organization may be shown in one of two places: preceding paragraph one, or in an annex, if the task organization is long and complicated.

**Weather and light data, and general forecast (Only discuss what will affect your patrol. Note effects on friendly and enemy personnel and equipment.):*

High
Moonrise
Sunrise
Low
Moonset
Sunset
Wind Speed
Moon Phase
BMNT
Wind Direction
Percent Illumination
EENT

**This is the information the leader received from higher's OPORD.*

Terrain: Make a statement concerning the effects terrain will have on both friendly and enemy forces in the area of operation using the OAKOC format.

1. **SITUATION**.

a. **Enemy Forces**. The enemy situation in higher headquarters' OPORD (paragraph 1a) is the basis for this, but the leader refines this to provide the detail required by his subordinates.

(1) Enemy's composition, disposition, strength.
(2) Recent activities.
(3) Known/suspected locations and capabilities.
(4) Describe the enemy's most likely and most dangerous course of action on a map.

b. **Friendly Forces**. This information is in paragraphs 1b, 2, and 3 of higher headquarters' OPORD.

(1) State the mission of the Higher Unit (2 levels up).
(2) State the mission of the Higher Unit (1 level up).

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(3) State intent 2 levels up.
(4) State locations of units to the left, right, front, and rear. State those units' tasks and purposes; and say how those units will influence your unit's patrol.
(a) Show other units locations on map board.
(b) Include statements about the influence each of the above patrols will have on your mission, if any.
• Obtain this information from higher's OPORD. It gives each leader an idea of what other units are doing and where they are going. This information is in paragraph 3a (1) (execution, concept of the operation, maneuver).
• Also include any information obtained when the leader conducts adjacent unit coordination.

c. **Attachments and Detachments**. Do not repeat information already listed under Task Organization. Try to put all information in the Task Organization. However, when not in the Task Organization, list units that are attached or detached to the headquarters that issues the order. State when attachment or detachment is to be effective if different from when the OPORD is effective, such as on order, on commitment of the reserve). Use the term "*remains attached*" when units will be or have been attached for some time.

2. **MISSION**. State the mission derived during the planning process. There are no subparagraphs in a mission statement.
Include the 5 W's: Who, What (task), Where, When, and Why (purpose).
• Make it a clear and concise statement and read it twice.
• Go to map and point out the exact location of the OBJ and point out the unit's present location.

3. **EXECUTION**. State the commander's intent.

a. **Concept of Operation**. The concept statement should be concise and clear. It describes how the unit will accomplish its mission from start to finish. The number of subparagraphs, if any, is based on what the leader considers appropriate for the level of leadership and complexity of the operation. Generally, the concept should describe the form of maneuver or defensive technique and critical events; identify what the decisive point of the operation is and why; describe the task and purpose for the main effort and supporting efforts; state the purpose of the warfighting functions, such as engineers, fire support, or intelligence; define acceptable risk; and identify the desired endstate. After stating the desired endstate, leaders should talk through the concept of the operation like a story, using a simple sketch to help them convey the information.

Warfighting functions.
- Fire support
- Movement and Maneuver
- Protection
- Command and Control
- Intelligence
- Sustainment (formerly called "CSS")

(1) ***Maneuver***. The maneuver paragraph details the mechanics of the operations. This subparagraph specifically addresses all subordinate units and attachments by name, giving each its mission in the form of a task and purpose. The main effort's mission must be supported by the subordinate unit's missions. Actions on the objective will comprise the majority of this paragraph and should include a detailed plan for engagement/disengagement criteria, an alternate plan in the event of compromise or unplanned movement of enemy forces, and a withdrawal plan.
(2) ***Fires***. State scheme of fires to support the overall concept. This paragraph should state which maneuver unit has priority of fires. Fires should be planned using the PLOT-CR format (purpose, location, observer, trigger, communication method, resources). A target list worksheet and overlay are referenced here, if applicable. Specific targets are discussed and pointed out on the terrain model .
(3) ***Casualty Evacuation***.
(a) *Plan*. State a detailed CASEVAC plan during each phase of the operation. Include CCP locations, tentative extraction points, and methods of extraction.

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b. **Tasks to Maneuver Units**. Clearly state the missions or tasks for each maneuver unit that reports directly to the headquarters issuing the order. List the units in the task organization, including reserves. Use a separate subparagraph for each maneuver unit. Only state the tasks that are necessary for comprehension, clarity, and emphasis. Place tactical tasks that affect two or more units in Coordinating Instructions Platoon leaders task their subordinate squads. Those squads may be tasked to provide any of the following special teams: reconnaissance and security, assault, support, aid and litter, EPW and search, clearing, and demolitions. Detailed instructions may also be given to the platoon sergeant, RTO, compassman, and paceman.
(1) ***Tasks to Combat Support Units***. Add subparagraphs here only as necessary. List CS units in subparagraphs from the task organization. Use CS subparagraphs to list only those specific tasks that CS units must accomplish and that are not specified or implied elsewhere. Include organization for combat if not clear from task organization.
c. **Coordinating Instructions**. This is always the last subparagraph under paragraph 3. List only the instructions that apply to two or more units, and which are seldom covered in unit SOPs. Refer the user to an annex for more complex instructions. The following information is required:

1. Time schedule (state time, place, uniform, and priority of rehearsals, backbriefs, inspections, and movement).
2. Give the commander's critical information requirements (CCIR), which includes priority intelligence requirements (PIR), essential elements of friendly information (EEFI), and friendly force information requirements (FFIR):
a. PIR is intelligence that the commander must have for planning and decision making.
b. EEFI are critical aspects of friendly operations that, if known by the enemy, would compromise, lead to failure, or limit success of the operation.
c. FFIR include what the commander needs to know about friendly forces available for the operation. It can include personnel status, ammunition status, and leadership capabilities.
3. Risk reduction control measures. These are measures unique to the operation. They supplement the unit SOP and can include mission-oriented protective posture, operational exposure guidance, vehicle recognition signals, and fratricide prevention measures.
4. Rules of engagement (ROE).
5. Environmental considerations.
6. Force protection
7. Movement plan. Use terrain model, sketch, or both. State azimuths, directions, and grid coordinates. Use names of real Rangers on the sketches.
a. Sketch out the order of movement, the formation, and the movement technique.
b. Sketch actions at halts (long and short).
c. Routes (use terrain model):
1) Orient the terrain model (North, South, East, and West).
2) Identify the grid lines, both North-South and East-West.
3) Brief the legend.
4) Box in the AO with distinguishable natural or man-made terrain features such as roads, ridgelines, rivers, and streams.
5) Brief all the routes depicted on the terrain model from start to finish using specific azimuths and distance.
a) The primary route from the start point to the ORP, from the ORP to the objective, and from the objective to the patrol base while describing the terrain over which the squad/platoon will travel. (Include near/far side rally points for danger areas.)
b) The alternate route from the start point to the ORP, from the ORP to the objective, and from the objective to the patrol base while describing the terrain over which the squad/platoon will travel. (Include near/far side rally points for danger areas.)

6) Brief the fire support plan (if not given in fires paragraph). When covering fires the leader should cover the following (PLOT-CR):

- *Purpose.*
- *Location and terrain feature to the targets.*
- *Observer.*
- *Trigger.*
- *Communication method.*
- *Resources.*

7) State where the sterile fire support overlay is being carried.

a) Rally points and actions at all rally points (include grid location and terrain reference, and use sketch).

b) Actions at danger areas. This is a general plan for unknown linear, small open areas and large open areas; specific plan for all known danger areas that unit will encounter along the route (use sketch).

c) Actions on enemy contact; battle drills (use sketch).

4. **SERVICE SUPPORT**. Address service support in the areas shown below as needed to clarify the service support concept.

Subparagraphs can include:

a. **General**. Refer to the SOPs that govern the sustainment operations of the unit. Provide current and proposed company trains locations, casualty, and damaged equipment collection points and routes.

b. **Materiel and Services**.

(1) ***Supply***.

Class I--Rations plan.
Class III--Petroleum.
Class V--Ammunition.
Class VII--Major end items.
Class VIII--Medical.
Class IX--Repair parts.

Distribution Methods.

(2) ***Transportation***.

(3) ***Services***. (Laundry and showers.)

(4) ***Maintenance***. (Weapons and equipment.)

(a) *Medical Evacuation and Hospitalization*. Method of evacuating dead and wounded, friendly and enemy personnel. Include priorities and location of CCP.

(b) *Personnel Support*. Method of handling EPWs and designation of the EPW collection point.

5. **COMMAND AND SIGNAL**.

This paragraph states where command and control facilities and key leaders are located during the operation. Use the OPORD shell to save time and organize your thoughts while preparing an OPORD.

a. **Command**.

- Location of the higher unit commander and CP.
- Location of key personnel and CP during each phase of the operation.
- Succession of command.
- Adjustments to the patrol SOP.

b. **Signal**.

- SOI index in effect.
- Methods of communication in priority.
- Pyrotechnics and signals, to include arm and hand signals (demonstrate).
- Code words such as OPSKEDs.
- Challenge and password (use behind friendly lines).
- Number combination (use forward of friendly lines).
- Running password.
- Recognition signals (near/far and day/night).

c. **Special Instructions to RTOs**.

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d. **Actions after Issuance of OPORD--**

(1) Issue annexes.
(2) Give time hack.
(3) ASK for questions.

MOVEMENT

GENERAL. To survive on the battlefield, stealth, dispersion, and security must be enforced in all tactical movements. The leader must be skilled in all movement techniques.

a. Definition of Formations. Formations are arrangements of elements and soldiers in relation to each other. Squads use formations for control based on a METT-TC analysis. Leaders are where they can best control formations. This allows the fire team leader to lead by example, “Follow me and do as I do.” All soldiers in the team must be able to see their leader

b. Techniques. A movement technique is the manner a unit uses to traverse terrain. There are three movement techniques: traveling, traveling overwatch, and bounding overwatch. The selection of a movement technique is based on the likelihood of enemy contact and the need for speed. Factors to consider for each technique are control, dispersion, speed, and security. Movement techniques are not fixed formations. They refer to the distances between soldiers, teams, and squads that vary based on mission, enemy, terrain, visibility, and any other factor that affects control. Soldiers must be able to see his fire team leaders. The platoon leader should be able to see his lead squad leader. Leaders control movement with arm and- hand signals and use radios only when needed.

c. Standards.

(1) Unit moves on designated route or arrives at specified location IAW OPORD maintaining accountability of all assigned/attached personnel.
(2) Unit uses movement formation and technique ordered by the leader based on METT-TC.
(3) Leaders remain oriented (within 200m) and follow planned route unless METTTC dictates otherwise.
(4) Unit will maintain 360 degree security and a 100% alert during movement.
(5) Unit maintains 360 degree security and a minimum of 75% security during halts.
(6) If contact with the enemy is made, it is made with the smallest element possible.
(7) Control measures are used during movement (head counts, rally points, phase lines, etc.).

d. Fundamentals.

(1) Have men who can navigate. Preparations are worthless if the objective cannot be found in time, or if the patrol is compromised because it is run into during movement. Plan to use at least two compass and pace men per patrol. NOTE: The element point man must not be tasked to perform compass or pace duties. The point man’s sole responsibility is forward security for the element.
(2) Avoid Detection: Patrols must use stealth, and use the cover and concealment of the terrain to its maximum advantage. Whenever possible, move during limited visibility in order to maximize technological advantages gained by night vision devices and to hinder the enemy’s ability to detect the patrol. Exploit the enemy’s weaknesses, and attempt to time movements to coincide with other operations that are distracting the enemy.
(3) Maintain Constant Security: The patrol must use both active and passive security measures constantly. Give men or subunits responsibility for security enroute, at danger areas, at patrol bases, and most importantly in the objective area.
(4) The enemy situation determines which of the three movement techniques will be used. When contact is not likely: TRAVELING; when possible: TRAVELING OVERWATCH; expected: BOUNDING OVERWATCH. Squads/platoons will usually move with traveling overwatch.
(5) In open terrain, keep men widely dispersed. When enemy contact is possible, have one fire team well forward and overwatch with the other fire team. Assign duties for the movement.

(7) Fire teams maintain visual contact, but the distance between them is such that the entire patrol does not become engaged if contact is made. Fire teams can spread their formations as necessary to gain better observation to the flanks. Although widely spaced, men retain their relative position in their wedge and follow their team leader. Only in extreme situations should the file be used.
(8) The lead squad must secure the front along with assuming responsibility for navigation. For a long movement, the PL may rotate the lead squad's responsibilities. The fire team/squad in the rear is charged with rear security.
(9) Vary movement techniques to meet the changing situation.
(10) With the exception of fire team leaders, leadership moves inside their formation where they can maintain the best control.

e. Movement techniques.

(1) The traveling is used when enemy contact is not likely but speed is necessary.
(2) The traveling overwatch is used when enemy contact is possible.
(3) The bounding overwatch is used when enemy contact is likely, or when crossing a danger area.

f. Traveling. In the traveling technique, the distance between individuals is about 10 meters with 20 meters between squads. It has the following characteristics:

(1) More control than traveling overwatch but less than bounding overwatch.
(2) Minimum dispersion.
(3) Maximum speed.
(4) Minimum security.

g. Traveling Overwatch. The traveling overwatch technique is the basic movement technique.

(1) The distance between individuals is about 20 meters, between teams about 50 meters
(2) In platoon traveling overwatch, the lead squad must be far enough ahead of the rest of the platoon to detect or engage any enemy before the enemy observes or fires on the main body. However, it must be close enough to be supported by the platoon's small arm's fires. This is normally between 50 to 100 meters, depending on terrain, vegetation, and light and weather conditions.
(3) In a column formation, only the lead squad should use the traveling overwatch; however, if greater dispersion is desired, all squads may use it.
(4) In other formations, all squads use traveling overwatch unless the platoon leader specifies not to.
(5) Traveling overwatch has the following characteristics:

Good control
Good dispersion
Good speed
Good security forward

h. Bounding Overwatch (Figure 4-1).

(1) In the bounding overwatch technique, the distance between men remains approximately 20 meters. The distance between teams and squads varies.
(2) The squad or platoon has a bounding element and an overwatch element. The bounding element moves while the overwatch element occupies an overwatch position that can cover the route of the bounding element by fire. Each bound is within supporting range of the overwatch element

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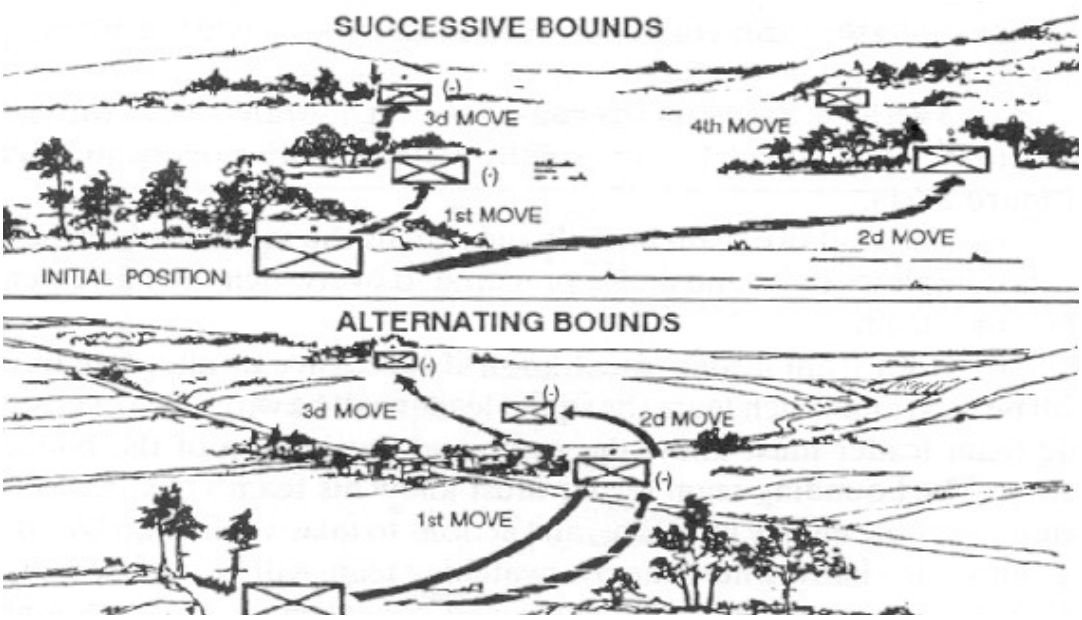

(3) The length of a bound depends on the terrain, visibility, and control.

(4) Before a bound, the leader gives the following instructions to his subordinates:

- Direction of the enemy if known
- Position of overwatch elements
- Next overwatch position
- Route of the bounding element
- What to do after the bounding element reaches the next position
- How the elements receive follow-on orders

(5) The characteristics of bounding overwatch are:

- Maximum control
- Maximum dispersion
- Minimum speed
- Maximum security

i. Platoon Bounding Overwatch

(1) Method One. When platoons use bounding overwatch, one squad bounds and one squad overwatches; the third squad awaits orders. Forward observers stay with the overwatching squad to call for fire. Platoon leaders normally stay with the overwatching squad who use machine guns and attached weapons to support the bounding squad.

(2) Method Two. Another way is to have one squad use bounding overwatch and have the other two squads use traveling or traveling overwatch technique

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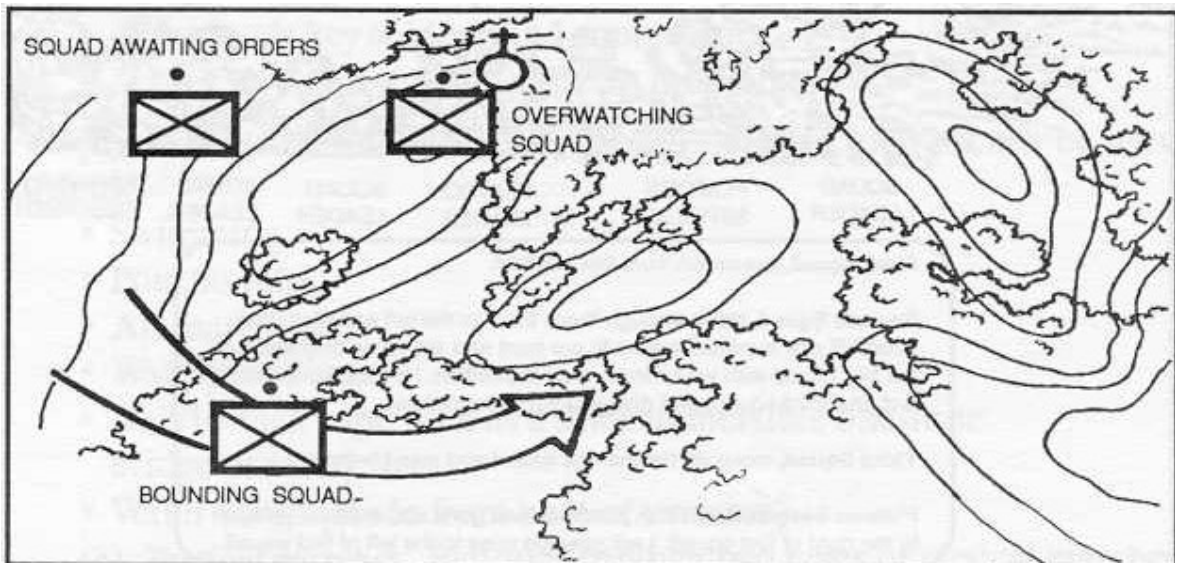

(3) Movement Considerations. When deciding where to move the bounding element, consider:

Where the enemy is likely to be
The mission
The routes to the next overwatch position
The weapons ranges of the overwatching unit
The responsiveness of the rest of the unit
The fields of fire at the next overwatch position